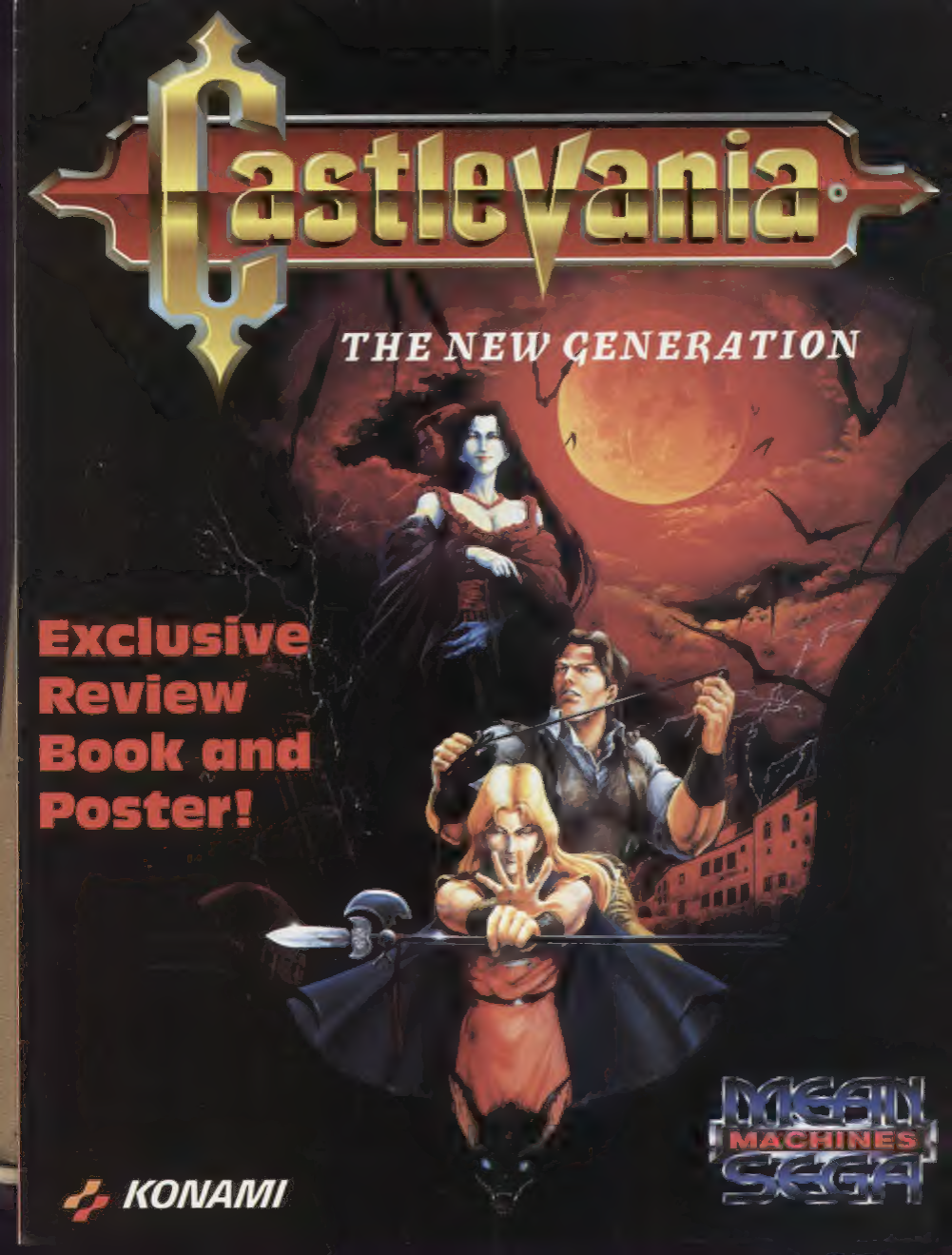
Castlevania

THE NEW GENERATION



Exclusive Review Book and Poster!

KONAMI

MEAN MACHINES SEGA

Castlevania

THE NEW GENERATION

Mean Machines Sega is proud to bring you this lavish in-depth review of Konami's new blockbuster, Castlevania: The New Generation. This is probably the most eagerly awaited product from Konami since they began releasing Megadrive games early in 1993. Castlevania was massively successful on the Nintendo formats, outsold only by the Mario and Zelda games. We're sure our review will convince you of similar success on the Megadrive. Welcome to the banquet, now enjoy the feast...

In the early years of the Twentieth Century, Europe was a confident, bustling continent, much as it is now. But to the East, as the forests thicken and darken, and the higher lands are cloaked in a thick fog, there is a darker side at the heart of Europe. For many, the name of Transylvania is a chilling sound, as it rings of witchcraft, vampirism and other such abominations that come from the half-existence of the undead: creatures of evil denied the peace of death.

One such wretch is Elizabeth Bartley. Once a Transylvanian witch of the 1500s, she gorged on the blood of 1000 rural maidens before dying in torment upon the stake, botched by peasants and their priest. Bartley's restless soul was raised by Drotia Tzeuntes, a witch struggling to promote the dark ways at the brink of the bright, new Twentieth Century. Bartley's limitless evil provided a focus for the Dark Side, to enslave all the people of Europe.

Meanwhile, evil had endured a setback, in the form of Dracula's demise. This monstrous creature had fed off centuries of souls, and only the effort of Quincy Morris, descendent of the Belmont family of vampire killers was enough to destroy him. Sadly, Quincy perished in the attempt.

Enraged, Bartley prepares a Ceremony of Evil, to revive Dracula. John Morris, son of Quincy is aware of her plans, and once more the fate of the Belmonts moves into the realm of the night. John is joined in Romania by Eric Lecarde, a Spaniard whose fiancé was one of Bartley's victims. They take their holy weapons and set out for Dracula's decaying fortress...

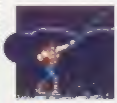
THE NEW GENERATION

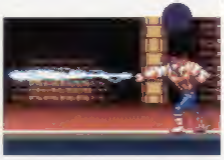
There is a choice of two characters for the new adventure, although only one may play at a time. The difference between the pair comes in weapon choice. John's whip and Eric's spear react in characteristic ways, forcing you to develop different tactics for each of the levels, depending on who you are controlling. The level route also changes in parts, again according to the character.

JOHN MORRIS

John is the descendent of Quincy Morris, and in turn, Simon Belmont. For centuries this family has fought with magical whips. John has also learned whip combat. The whip is versatile, fast and may be extended in mid-air by holding the button. It starts as a short leather weapon, but extends in length and increases in power as a chain item.

WHIP FIRING UP
WHIP DOWN
POWERED WHIP





SPECIAL MOVE

John's whip has a hook to grapple onto the ceiling. Extend the whip upwards and hold. If the ceiling is within range you can swing on the whip for a few seconds. Move up or down to lengthen or shorten the whip. This attack may be used to cross gaps, or swing across the heads of enemies.

WHIP HOOK GRAPPLE

ERIC LECARDE

Eric was once a normal rural Spaniard, who had been trained in the way of the Alcarde Spear. He learned of his fate from a mysterious nomad, and since has been embroiled in the war against evil. His spear is slower than the whip, but has the advantage of being longer and more versatile. With extra power, the spear attains a barb at its head, and later a ring of holy fire. By holding the A button and switching directions, Eric performs a neat spinning spear attack.

SPINNING SPEAR ATTACK
SPEAR UPWARDS
SPEAR BARB
HOLY FIRE

SPECIAL MOVE

Eric has a sneak jump move which pushes his speor in a swift vertical attack. It's activated by holding down, and then pressing B when Eric glows. Eric has the advantage of being invulnerable while in the air. The attack may also be used to reach higher platforms.

JUMP ATTACK

SACRED RELICS

These weapons are not the only ones our characters carry into battle. There are relics of holy power that both may handle in addition. Axe, boomerang and holy water have limited charges, and may be powered up to devastating effect.

AXE

BOOMERANG

HOLY WATER

STAGE 1 DRACULA'S CASTLE

You start in the grounds of the ominous pile, with crows picking on the carcasses of other unfortunate victims. Inside the castle, skeletons assault you with their own bones as you move from room to room. A razor-sharp pendulum swings across your path, and then you must run the gauntlet of a massive collapsing bone bridge. Your ascent takes you nimbly across spiked trap platforms, mace-swinging guards and out onto the roof to enjoy the full moon.

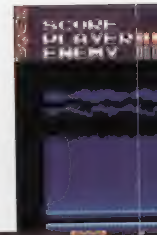
▲ *The gloomy approach to Castle Dracula.*

▲ *A Dance of Death in the dramatic ballroom.*

▲ *The sharp calamity of the pit and pendulum.*

STAGE 2 SHRINE OF ATLANTIS

The ancient city rises from the deep, another omen of Bartley's odious intention. This long section takes you across the ruins of Atlantis, with reflective waters lapping against your platform path. Inside the shrine, the tides rise inexorably at the whim of an aquatic sorcerer. Medusa's heads and water monsters attack as you descend on some flotsam. Then you must cross long submerged ruins, breaking the massive stone obstacles of pillars and past monuments.



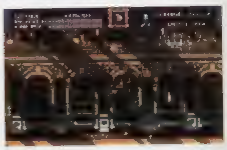
▲ *Still waters run deep.*

STAGE 3 THE LEANING TOWER OF PISA

The mysterious lop-sided tower is a magnet for Bartley. In the square around the tower, minotaurs seize the stone supports to use as weapons, and flying harpies attack from overhead. Then follows a treacherous ascent on the long stairways and tilting floors of the tower. The structure even rocks alarmingly! The final confrontation is upon the very top, after perilous leaps on stepping stone platforms.

CIPHERS

The game has a cipher section which gives a pictorial password to each of the game's seven levels. Recreate the pattern on the options screen.



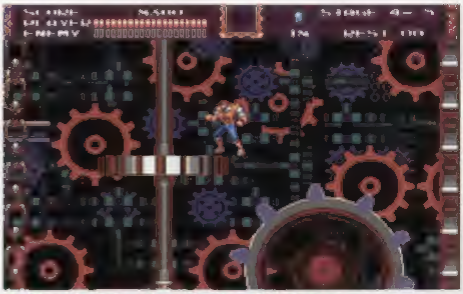
▲ *The gloomy interior of the French chateau.*

▲ *The statues weep tears from centuries of neglect.*

◀ *Charging minotaurs.*

STAGE 4 GERMAN STEEL WORKS

Evil makes its home in the dark satanic mills of the German Industrial complex. Skeletons guards, complete with army helmets attack with a variety of weapons. The level leads through a network of crushing pistons and into a maze of cogs and slowly revolving wheels. There's a chasm to cross, on a precarious pulley, and a series of giant razor-sharp gears to negotiate.



▲ *Crushed by the wheels of industry.*

▲ *No escape from the brooding Schloss.*

▲ *It's easy to lose your footing on these.*

▲ *Even the gardens are sown with evil.*

▲ *Stained glass - tinted with your blood.*

BOSSES

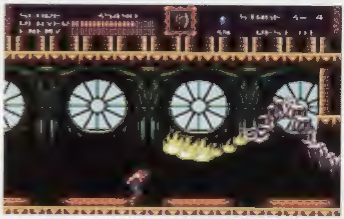
Castlevania has two bosses for each of its levels. The second one is the toughest. He has an energy bar shown below yours, of equal length. Destroy the second boss to reveal the jewel. All bosses have a variety of maniacal attacks.

LEVEL ONE BOSS

A giant warrior with weapons in both hands. He even fights with his feet.

LEVEL THREE BOSS

The heroes get a shock at the top of the tower with this flying demon. You are trapped on the pinnacle, while he has complete mobility.



LEVEL TWO BOSS

The massive rock monster, who towers above John and Eric, and brings the ceiling crashing down.

LEVEL FOUR BOSS

Cogs spring to life in the agile clockwork boss, one of the trickiest in the entire game.

▲ *A shattering Hellhound.*

▲ *A mace-wielding maniac.*

▲ *A pike-wielding psychopath*

▲ *Some German zombie.*

1 PLAYERS

PRICE	£44.99
BY	KONAMI
RELEASE	FEBRUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3-5
SKILL LEVELS: 2
RESPONSIVENESS: MEGA
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

36,000

ORIGIN

The latest Castlevania episode features ancestors of the characters featured in four Nintendo games.

HOW TO CONTROL

The D-pad left and right controls movement, up and down directs your weapon.

A WEAPON
B JUMP
C SPECIAL
S PAUSE

HOW TO PLAY

Walk through each level, destroying the evil forces and collecting the jewels protected by the bosses.

GUS

Personally, Castlevania has been the one I've been waiting for from Konami. The SNES game blew me away completely with its fast action and stunning graphics. All in all, Castlevania on the Megadrive is a worthy descendent in the family line. Although there's nothing radically new in the platform beat 'em up action, the game is put together in such slick fashion and is so damn playable that I was hooked. Generally the graphics are excellent, and feature some great special effects, like the rocking tower of stage three, and the heroes are well animated. The new character of Eric and his spear is inspired: it's such a cool weapon to handle, and the extra firepower and ultimate items are all good additions. The bosses are imaginative, although a little too easy to beat in places. However, Castlevania has been tailored perfectly as a challenge for the average games-player, who'll have a hell of a lot of fun completing it. I'm impressed.

LUCY

I'm not sure why I like Castlevania so much since there's no one thing which stands out and screams Megagame. The idea isn't original and the graphics are good but not outstanding. But all the elements slapped together in true Konami style add up to one hell of a good game. It's slick and as smooth as silk to control and the whole game is really playable and draws you in right from the word go — and such is the addictivity that it keeps you there until the bitter end. The sound on Castlevania is really cool — gothy classical music rings forth which really tickles your playbuds. Some of the animation and special effects are spectacular and the weapons are fab, especially the ultimate items. All in all a great game and definitely one for everybody's collection.

PAUL

Castlevania's gameplay is getting rather long in the fangs now but this only serves to assert its pedigree. In keeping with its heritage the game presents a massive selection of innovative sprites benefiting from slick animation. Though the stages against which they enact these nightmares seem insubstantial at times, the foreground images always astound — take a glance at the Leaning Tower of Pisa for proof of this! Music plays a significant role in creating the eerie atmosphere of Castlevania titles, and is another area in which this cart excels — players who have the luxury of connecting their console to a decent stereo are seriously advised to do so! As the longest running saga in video-game history Castlevania obviously warrants its cult following. Long may Simon Belmont's bloodline continue!

LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

PRESENTATION 90

▲ An intriguing mixture of password and continues that doesn't ruin the challenge.
▼ It would have been great to have had a two-player mode.

GRAPHICS 99

▲ A vast variety of excellent backdrops and chilling sprites, all capturing the Castlevanian atmosphere. Some great effects.

SOUND 92

▲ Fabulous music that spans you on, but is only best appreciated with a pair of headphones for the great stereo effects.

PLAYABILITY 91

▲ Castlevania's strongest feature is its excellent gameplay. Every level is action-packed and the 'feel' of the control is perfect, with immediate response.
▼ Nothing strikingly original.

LASTABILITY 87

▲ It gets harder after a couple of easy levels. It's addictive from beginning to end.
▼ You'll finish it within a few weeks.

OVERALL 90

One of the most playable actions games on the Megadrive, and sitting a good head and shoulders above recent platform releases. Blood curdlingly good fun!

Castlevania

KONAMI

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MASTER SYSTEM

DONALD DUCK II

- BUGGY RUN

GAME GEAR

ROADRASH

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"YOU DON'T ARGUE

WITH AN APACHE!"

cover story

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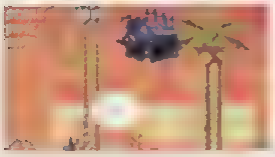
SONIC 3

Quite remarkab e MEAN MACHINES SEGA does it again - brings you the biggest story around miles before anyone else gets a whiff of it with all the cool of an ice-cube with no clothes on Yes folks, the spiky b ue fiend is back again for his third magical platform adventure and those of you saddies who thought it was going to be more of the same shut your faces this instant and turn to our EXCLUSIVE six-page mega preview on **PAGE 28** for the full facts in all their Technicolour glory



CON

REVIEWS

MEGADRIVE

AWESOME POSSUM 54
PELÉ 56
BASHING DESPERADOES
ETERNAL CHAMPIONS
LEGENDS OF THE
EXCLUSIVE!

We've had Streetfighter clones by the sackful

one which comes close to the same level of

US Gold finally let us take a peak at one of its

the heights of ecstasy or leave us cold! All is revealed in our comprehensive review

MASTER SYSTEM

DONALD DUCK
BUGGY

CONTENTS

MEGA-CD

EXCLUSIVE!

...ter and now, at last, it's here. Was it worth the wait? You bet your ass it was!

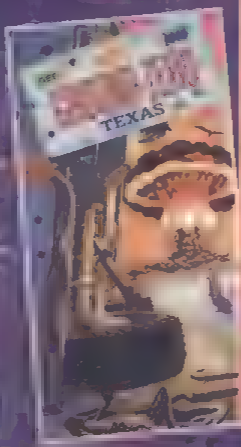
EXCLUSIVE!

...not to review unfinished ... were right to wait as our review will reveal!

EXCLUSIVE!

...final dozens of lethal ... your nerve, lie back and enjoy our steamy review.

FEATURES



EXCLUSIVE!

...this gloves and ... and the Nomad!

...all low down so far ...

SKITCHIN' !!!

PREVIEWS

BATTLE CORPS, SKELETON ..., ZOMBIES !!!

...and the Megadrive.

...'S NIGHT FOOTBALL

...look

REGULARS

EDITORIAL 6

...More speculation and ... intelligent and sometimes ... from the MEAN MACHINES ...

NEWS 10

...We bring you the ... Mortal Kombat 2 ... two ever.

MEAN YOB 36

...The Mean one ... worse and Mr Blobby.

Q + A 42

...So awesome is ... knowledge, he can answer your ... before you even ... he chooses not to.

PAUL'S TIPS 44

...Scratch your head in ... that even elderly ... think you've got it ... become a social ... he knows it here as well.

REGIONAL SPOTLIGHT 100

...The best and most ... mostly arrested ...

MEGAMART 104

...Cheap, compact and ... you do your ... Old fashioned ...

NEXT MONTH 113

...It's cartoons ... MEAN MACHINES ... month.

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SPECIAL THANKS TO: We say it every month, and never tire. So cheers again to our star suppliers Morris at the Video Games Centre Bournemouth (0202 527314), and George at ICE Distribution on (0302 340 079)

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[redacted]
EMAP IMAGES staff and their families have been informed that entering competitions in this magazine would not be conducive to corporate well-being. If they do it, they can expect a spell in the Harmony Hut, and a dose of counselling.

THE LAST WORD
This is mine, this tiny strip. The one place I can put me feet up, look at the mag and say, "I did that" It's quiet down here, isn't it? Not stuck on all these preview pages, with garish colours and spaceships flying in from all directions. No, you can have a breather down here..

to [redacted]
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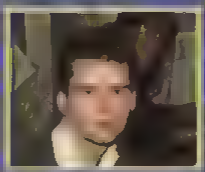
THE TEAM



THEY'LL TAKE YOU ANYWHERE

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REAL

THE PRICE IS RIGHT!

Karaoke — wailing from the depths of Hell. The Editorial team talk frankly about past musical mayhem.

DAVID CAMERON

THE IC

This Winter's hottest game.

CE AGE

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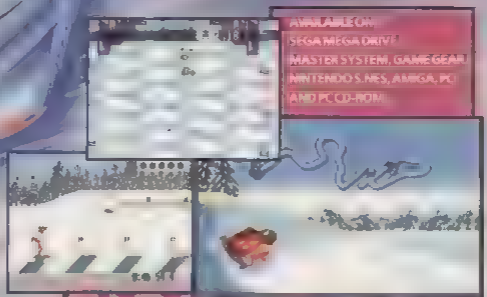
AND PC CD-ROM



Hot on the heels of one monster hit comes another

If you thought the jurassic dinosaurs had bite, just wait 'til you clamp on your skis and tackle the biggest, blackest slopes on the mountain

Winter Olympics is the most heart pounding, knee-trembling sports sim you've ever had the courage to face

And it's going to wipe out everything in its path

You're up against the world's greatest winter sportsmen in a race of mammoth speeds. Competing in ten spectacular snow-capped events, you'll need every last ounce of strength, skill and staying power to beat the rest and tame the piste

Breathe deep...muster your reserves . focus yourself then **GO GO GO FOR GOLD !**

Just remember one thing never look back.

Winter Olympics It's hot

Screen shots from a selection of available formats (see above)

U.S. GOLD

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MINIATURE AARDVARK TV REPAIRMEN

- [illegible]
- BY CODEMASTERS
- MEGADRIVE

Smaartvark, In case you couldn't tell from the title, is a Code Masters Megadrive game starring an aardvark-shaped TV repairman who uses the unorthodox method of shrinking himself down before climbing inside your broken telly to fix it

A bit bizarre, eh? But then the TV repairman bit gives Codies licence (TV licence perhaps?) to pit the snouty hero against platforms full of warped TV-type characters, sucking them up his schnozz and blasting them out again So don't be surprised if Smaarty runs into levels of B-movie monsters and stuff

To further spice things up there's a two-player option which the Codies promise provides 'plenty of slapstick pranks' You can look forward to all this in the autumn

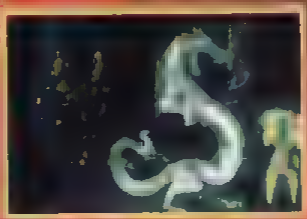
KOMBAT [illegible]

- NEW GAME
- BY WILLIAMS
- COIN-OP

[illegible] already promising to be the biggest game of '94 is Mortal Kombat 2 and, naturally enough, MEAN MACHINES SEGA brings you first details of a game where fighting's the name but death is a distinct possibility in all manner of 'enraging' ways. Probe Software (programmers of the Megadrive prequel) are already working on the Mega-CD version which should be the first to hit the streets [illegible] shortly afterwards

[illegible] who kept popping up in Mortal [illegible] ability to change his shape at will

[illegible] that there are more characters — at least 12 to fight with a chance this time to play Reptile, the



WELCOME TO JURASSIC PARK

- NEW GAME
- BY SEGA
- MEGA-CD

Did you know that Sega spent 10 million bucks creating their multimedia studios at Sega's American headquarters in Redwood City, California? That's a lot of Mars Bars, so they sure

RETURNS!

...teeth and arms made of swords — his delightful death move involves stabbing his victims with his razor-sharp arms and lifting them up until the life life drains from them.

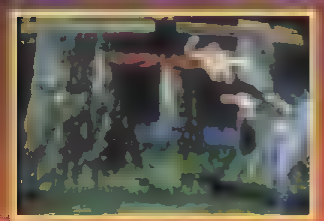
Then there's two attractive young ladies — Melina and Celina — one of whom finishes off her opponents with a kiss which promptly infects them until they explode! Goro is supposedly dead, killed in the last episode but since on the title screen your faced with the message "Goro is dead. Or is he?" there's a fair chance he may make an appearance since the tournament includes a "Secret" opponent.

...ese are hoping to render the graphics exactly from the arcade version (pictured here) so that their Sega conversions are carbon copies of...

...ased images of real people but this time the whole thing has been made in a proper film studio and the backgrounds are digitised too an...

...oppose t...

...to computer generated, MEAN MACHINES can confidently predict that this game is going to be HUGE when it hits the consoles and you can be sure we will bring you the whole story as soon as is physically possible. Watch this space...



GAME GEAR WORKS WITH GEAR WORKS, GEAR GAME. WITH WORKS. ETC...

- NEW GAME
- BY SONY
- GAME-GEAR

Sliding onto the Game Gear soon is Sony's Gear Works, a puzzle game, which gives you a box of cogs with which you have to create a giant clockwork mechanism. The cogs are all different sizes, and you have to place them together correctly so that the gear teeth mesh together. Some gears only turn one way, and others keep sticking unless you give them a regular squirt of oil from your tool kit.

The mechanism is also infested with Poffins, evil machine-wrecking gremlins which can only be stopped with a bullet through the head from an elephant gun (also to be found in your clockmaker's toolbox).

...are making those guys work for their money.

The first title out of there is the Mega-CD version of Jurassic Park, in which the programmers have actually tried to completely recreate the entire Isla Nublar Jurassic Park complex which the player can roam in complete 3D freedom, do battle with dinosaurs and manipulate objects.

The action is displayed in full-motion video and, being on CD, the sound is literally amazing. QSound Virtual Audio returns to convey a completely realistic stereo sound picture. The gameplay wasn't quite there on the version we saw, so we'll have to leave you in suspense over that one... at least until a couple of issues time, when we'll be giving the reviewing-style once over to this potential blockbuster.

▲ Darling, this rhubarb is getting beyond a joke!

BACK IN THE NIGHT TRAP

- [redacted]
- [redacted]
- [redacted]

Sega have spotted the opportunity for Double Switch on the Mega-CD. The starring role of "Eddie" in this Night Trap-style, full-motion video [redacted] Corey [redacted] You remember, him out of The Lost Boys. What d'you mean you don't remember The Lost Boys? And then there's Deborah Harry, ex-Debbie Harry, of Blondie. What d'you mean you don't remember Blondie? And then there's Dolly. Anyway, a bell[redacted] camera[redacted]

Aware to do anything for time [redacted] that can't have failed to work [redacted] that it's very similar to Night Trap, but this is one of the first Mega-CD titles to use Sega's Cinepak technique for a bigger full-motion video window and a clearer picture (though it [redacted] completely).

[redacted] next month, already!

I bet you can't tell there's a sprite sticking up my bum.

DISC TO DISC

Some of the funniest books around at the moment are the wonderful scribblings of Terry Pratchett in his fabulous fantasy style Discworld novels. Well fans will be chuffed to hear that stars such as Rincewind and Twoflower and possibly even Luggage) are romping onto the Mega CD courtesy of Psygnosis.

The actual details of the game are being kept under wraps but with any luck characters such as Death and Granny Weatherwax will be making an appearance to weave their wonderful magic. More details when we get them.

- NEW GA[redacted]
- BY PSYGN[redacted]
- MEGA[redacted]

▲ Classic Drop Zone action.

IO, IO, IT'S OFF TO THE DROPZONE WE GO

- NEW GAME
- BY CODEMASTERS
- MASTER SYSTEM/GAME GEAR

Ooh! What a classic! Expect veteran reviewers to go a bit mental when Codemasters release the Master System and Game Gear versions of Drop Zone. When the wave of Nostalgia Energy hits they'll start saying things like 'classic blast' and 'they don't make them like they used to'. A quick precis for those of you who weren't there the first time around. Drop Zone is a clone of the old Defender-type coin-op, Stargate, and was regarded as a class act when it first hit the Commodore 64 back in the early 80s. You control a spaceman patrolling Io, moon of Jupiter, looking for wandering scientists and power crystals. Out of the sky come marauding aliens who kidnap the scientists if you don't blast them out of the stars first. Trillions of levels, loads of aliens, pyrotechnic effects — it's all very 80s, actually.

But if these Sega versions are anything like the original, they'll be the best 8-Bit Sega blasts ever.

SEGA

MEGA-CD

"...pumps the adrenalin to overload!"

SEGA FORCE MEGA 92%

"...the hottest Mega-CD release to date... If you've got a [illegible] Thunderhawk [illegible] the flash right now. This is the game you Mega-CD was made for... The [illegible] of the Mega-CD is here!"

Core Advanced Gaming 94%

GAMESMASTER 94%

MEGATECH 91%

SEGAPOWER 91%

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NOT MORE CODEMASTERS NEWS?

- NEW [illegible]
- BY [illegible] MASTERS
- MEGADRIVE

A footie and a tennis game are coming to the Megadrive this spring from Codemasters. Tennis All-Stars is a tennis game includes singles or doubles matches (with up to four players) and selection of court surfaces, as well as players who each have a 'special move'. Also included is the Crazy Tennis option which features bonus power-ups and a 'guest appearance from a leading computer and video game character'. (Dizzy perhaps?)

By the time it hits the streets, World League Soccer will have taken a year and a half of development time so that it can live up to the Codies' claim that it will be 'the best in soccer action'. Real teams, with players who have their own statistics and even their own special moves, have to keep filling the old onion bag until they get to the final of the World League Cup. All sounds a bit previous to us, but no doubt the boys will do well and prove us wrong when we see the finished item.

LIFE AFTER MICRO MACHINES

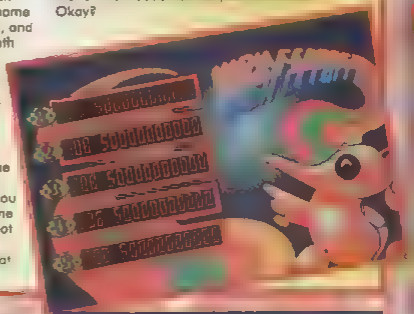
- NEW GAME
- BY CODE MASTERS
- MEGADRIVE

▲ *Square jumping in the Moon Square bonus level*

Hurray! Those Micro Machines programmers from Codemasters have been busily beavering away at someth ng new on Megadrive which looks reeeeally cool. Psycho Pinball is the name of the game because it's a pinball game, and it stars Psycho, 'a silver-plated armadillo with one hell of an attitude'. Obviously just having a ball to play with was considered a bit too passé.

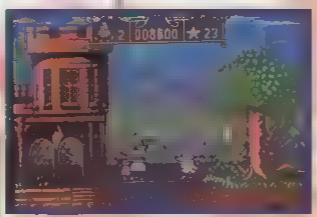
There are six scrolling tables to flipper your way around, namely, the Future Fair, the Wild West, the Moon Shot, Under Sea, Safari and Ghost (good names, huh?) When you complete one you move on to the next via a sub-game which relates to the table's theme so on the Wild West table you have to recapture a runaway train and in the Ghost Town you stumble into a spooky shoot 'em up.

Sounds good eh? Well the bad news is that you're going to have to wait till October before you get to play Psycho Pinball simply because that's when Codemasters plan to release it. Okay?



DIZZY IS EXCELLENT

- NEW GAME
- BY CODE MASTERS
- MEGADRIVE
- MASTERSYSTEM
- GAME GEAR



▲ *Just don't ask him to crack a joke Dizzy!*

Can you believe it? Will you be able to handle it? THREE Dizzy games on one cartridge? Incredible, but true. That's what the ubiquitous Code Masters are promising Megadrive, Game Gear and Master System players for this Easter. Even more incredible is that there are actually FIVE games on the cartridge, a Dizzy adventure game (rather like Fantastic Dizzy), a two-player maze game, Go! Dizzy, Go! and — AND! — a bunch of three puzzle games, Shape Shifter, Dizzy Dice and Picture Puzzler.

FORTUNATELY

YOU WON'T HAVE TO FACE IT ALONE

94% – MEAN MACHINES

94% – MEGATECH

94% – MEGA

93% – SEGA PRO

TENGEN

SPEED CHUCKING

- NEW GAME
- BY [illegible]
- MEGADRIVE

The one thing Mega-CD [illegible] indeed, Megadrive owners don't have for their machine which Super NES chaps have chapesses do is the brilliant Mario Kart (or something Well now Core Design is to redress the balance starring successful character ever

The exact format of Chuck has so far not evolved but from our sneak peek at some very early screens it'll include [illegible] fully [illegible] with a very prehistoric theme them. The cars already designed are hilarious: really odd shapes and mostly made of rock — you almost expect them to have square wheels! Gut feeling tells us that this one is going to be a biggie and you can guarantee [illegible] to let you know. Just one thing Core, how's about something similar for the Megadrive?!

ROAD RASH GETS INTO GEAR

- NEW GAME
- BY US GOLD
- MASTER SYSTEM
- GAME GEAR

The smash hit Megadrive racer Road Rash is zooming onto the 8-Bit machines courtesy of US Gold with Game Gear and Master System versions penciled in for a March release.

In this one or alternate two-player motor biking experience speed and supreme driving skills are only half of the requirement — the rest is pure malice with [illegible] kicking, club bing and ramming the other competitors an equally necessary tactic.

Played over five levels the pace is fast and furious as you battle to complete a level in a top four position in order to progress into the next brutal round. Top positions bring prizes piles of dosh which can be used to buy bigger bikes or get your present bike repaired. Each computer controlled opponents has a specific personality which all means bad news for you lot! Lookin' good but we'll bring you the whole story very soon.

OH BOY! MORE DINOSAURS!

- NEW GAME
- BY CODEMASTERS
- MASTER SYSTEM
- GAME GEAR

Everybody loves dinosaurs these days except for Bignose the Caveman of course. He's constantly being beset by prehistoric lizards in Codemasters Dino Basher, the comedy platform game which will be hitting your Game Gear and Master System (if you have either machine and choose to buy the game) in March. Four islands of monster-clubbing japes await the lovable low-brow who can even use his primitive ape's brain to manufacture extra weapons and that, and he can even go shopping for magic spells, which is a bit of a surprise. Codemasters say it will be 'incredible' but then they say that about all their games though sometimes it's true.

CUE THE GAME

- NEW GAME
- BY VIRGIN
- MEGADRIVE

Okay snooker lovers chalk up them cues for Jimmy White s Whirlwind Snooker rolling soon onto the Megadrive courtesy of Virgin
A smash hit on the floppy versions, this one- or two-player game will feature four skill levels, the chance to rotate and zoom in on any ball and view the table from any angle. There will be practice, trick shot or demo modes a chance to swerve or spin the balls and every break off is unique Sounds l ke good stuff but we ll get the ball rolling with a rev ew os soon as we can

** Balls, balls and more balls. Er.. and more balls!*

HAVE A GIGG-LE

- NEW GAME
- BY ACCLAIM
- MEGADRIVE

Man Utd and Welsh soccer hero, Ryan Giggs, one of the youngest and most talented strikers in the league at the moment (and also the best pair of legs in the game — Lucy) is going to be immortalised on cart pretty soon after Acclaim snapped up the Megadrive footie licence endorsed by the boy wonder

Already Park Place, the developers of John Madden, are busy working out all the details such as perspective and options for the game and so far few details have been unveiled, but this is a soccer sim which could be a corker when it hits the streets in March. Keep watching for further updates.

- NEW GAME
- BY SEGA
- MEGA-CD

SHERLOCK HOLMES MEETS DRACULA

Ladies and gentlemen, evidence exists of further Sega full-motion video-[illegible] coming to Mega-CD soon. Starring at almost any minute, [illegible] brother in Peggy London, and as the game progresses, it becomes apparent that a supernatural force is [illegible] in the title [illegible]

Cinepak.
You play an American investigating the terrifying death of your [illegible] turn you into a Satanist.

A WHOLE BOX O' FUN

- NEW GAME
- BY SEGA
- MEGA-CD

After interactive movie-type stuff like Sherlock Holmes and full-motion video blasting games like Sewer Shark, Sega have turned their Mega CD talents to sports simulations, the first of which is Prize Fighter, a

boxing simulation that surprised you didn't it? which has been programmed by Digital Pictures the people behind Night Trap and Sewer Shark. Anyway what makes Prize Fighter that little bit different is the fact that it comes on two CDs, loaded with yer realist c behind-the-gloves full-motion video boxing action.

Look at the pics and you might think that this doesn't look as good as the other CD games we've featured this month because the video window isn't as big but that's because the player has a lot of room to move what going on in the ring. Moving left or right scrolls the action on a round enabling you dodge blows and throw punches all over the shop.

As with most boxing games these days there's a bit of building your boxer-type strategy and whenever you win a match you're awarded points which you can allocate to your various boxer stat stics for improved punch strength and stamina.

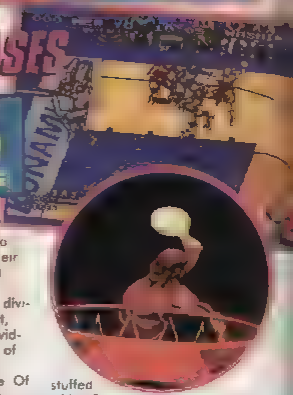
STORMY NORMY

A brand new character due to jump on the Megadrive scene soon from EA creation called Normy. The aim is to help Normy deliver court summons to eight odd balls. This easy sounding task is complicated by the fact that these characters, including Shlomo the ape man, Luckless Lucky of the Old West and Oggie the caveman, all live in different time zones.

Each of the seven platform levels contains unique bad guys including spray painting cave punks and gym instructors and Normy can either bash them with his paddle ball or challenge them to a game of either Pac Man, Asteroids or Space Invaders (thus levelly incorporating extra games within the game). Failing that, a Giant Darth Vader is always up for a game of pool with his light-cue.

- NEW GAME
- BY EA
- MEGADRIVE

BASKET CASES



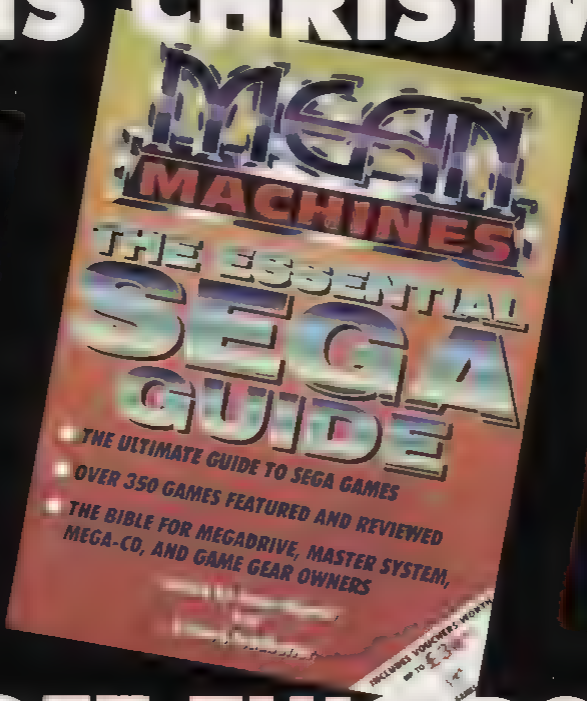
- NEW GAME
- BY KONAMI
- MEGADRIVE

Joining the throng of software house basket cases Konami are chipping in with a little basketball creation of their own for the Megadrive called Hyper Dunk.

Featuring 27 teams and four divisions, split into East and West, Hyper Dunk's seasons are divided into two parts with a total of 82 games being played in a round-robin tournament style. Of the 27 teams only the 16 top teams — eight from each side — are selected to go into playoffs from which the two top teams emerge and compete in the final championship.

There are also exhibition matches and as well as all the usual NBA basketball rules the game is stuffed with nifty features like a morale meter to gauge how the team are feeling and more different dunks than you could ever want including a Gorilla or a Tomahawk dunk! Looking good so far and we'll bring you a full review as and when.

JUST SAY "NO" TO SLIPPERS THIS CHRISTMAS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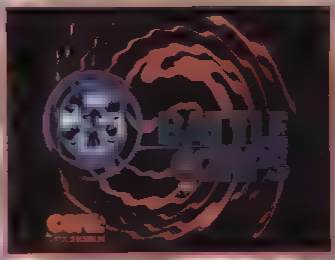
WORK IN PROGRESS

CORE WOTTA LINE-UP

Having got a tasty, and no doubt lucrative little CD project under their belts in the form of the steamingly good shoot 'em up Thunderhawk, Core Design are now moving onwards and upwards and are spawning three all new Mega-CD blasting titles — Battle Corps, Skeleton Krew and Soulstar: Malice of the Myrkoids. Lucy Hickman raced up to the Core HQ in Derby to investigate.



PROJECT	BATTLECORPS
PUBLISHER	CORE DESIGN
INITIATED	MARCH 1993
RELEASE	SPRING 1994

BATTLE CORPS

"You're a good lookin', battle-hardened gun-jock in the cockpit of your two-legged, twin-cannoned, totally destructive war machine..." Hmm, intriguing! This is what the manual tells us which roughly interpreted means Battle Corps is a shoot 'em up starring you as a somewhat courageous individual engulfed in a craft with some pretty awesome fire power. Pray continue Mr Manual.

"You're eight light years from Earth on one of the misbegotten mining-moons of Mandlebrot's World, completely surrounded by the laser-loaded super-shielded, insector strike craft, piloted by blood-crazed biomorphs who make Hannibal Lector look about as dangerous as Bambi." Fairly self explanatory that bit, time to start cocking one's

zones with distinct objectives to achieve between level animated sequences, character interaction, speed bike, jet ski and jet pack sections, savage bosses, umpteen weapons to collect, loadsa carnage! Full review coming soon.

SKELETON KREW

Another shoot 'em up but this time viewed from an isometric angle. Skeleton Krew is set in the year 2070 and in 16-megs of action stars you as one of three hyper-tech Exo-skeletons hilariously named Spine, Rib and Joint.

As a hardened (and quite dead) Skeleton Krew mercenary your task over seven levels is to hunt down and massacre the evil cryogenics experimenter and head of the Deadly Enforcement Aggressive Destruction Incorporated DEAD Inc, Moribund Kadaver and his mutated spawns from hell, the Psychogenix who are running riot around the Monstro City and generally killing everybody.

Following the theme of comic-book Sci-fi, Skeleton Krew takes place throughout our solar system in a race against time as the Psykogenix Army trave through various locations collecting components for the Psyko machine with which Kadaver intends to take over the universe.

There will be

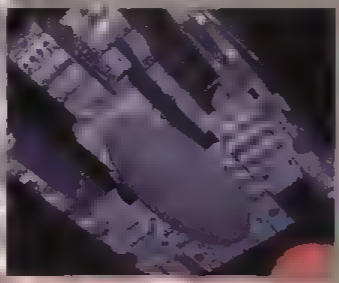
PROJECT	SKELETON KREW
PUBLISHER	CORE DESIGN
INITIATED	MARCH 1993
RELEASE	SPRING 1994

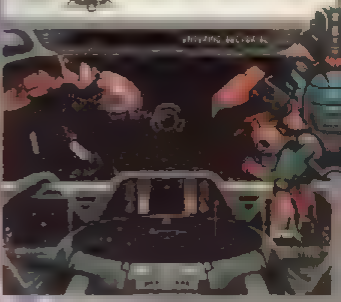
pon's methinks.

Based on the same engine as Thunderhawk (only, as Product Manager Guy Miller insists with improved everything) Battle Corps is viewed from a 3D first person perspective and stars you as one of three super heroes — Jack Cutter, a man, Sharman Valdrosian, a woman and Dico M'Jong, an alien of indeterminate sex. All three have differing abilities to take on the might of the Starporphs — huge metallic insects such as beetles, wasps and centipedes — over six tough levels. The heroes are actually plugged into their craft which allows them to move at will and even rotate the head while shooting in another direction.

Unlike Thunderhawk Battle Corps will include buckets of variety and humour. Guy explained "There are loads of different weapons to choose from and we've made the main computer sarcastic as well — it really takes the piss. We've built in humour as well as hard-edged [illegible] experience rather than a run of the mill shoot 'em up.

There are no static screens at all — it's all animated and although this game retains the hard-edged realism of Thunderhawk there's lots more to it with different missions and aliens and a lot more strategy involved." Looking extremely tasty so far, MEAN MACHINES will bring you a fuller report as and when.





SPINE

Armed with a Pulverax Plasmabeam and with a power level of two and a speed level of eight, Spine was conceived as Marlon 7 in 2040 and due to his bristling aggression was soon put forward for 8 oTeknical enhancement and seconded to the Anti Subversives Special Services. Redefined in 2058 Marlon re-emerged as Spine and joined the Skeleton Krew.

RIB

Rib gets by with a Tri-blast Trosher [illegible] th's girl is [illegible] fast with a speed level of ten but a power level of only one. She was conceived as Barbarella 27 and re-augmented as a Korporate Joybum at the age of 16 thereafter subsequently went AWOL. After drifting for two years she was spotted by Spine, redefined as Rib and immediately inducted into the Krew.

A selection of attractive sprite areas.

We ghing in at a massive 504lbs, Joint wields a Krash 'n' Burn Blaster has a power level of three and a speed level of six. He was conceived as Yger 9 in 2043 in the Russtar Republik then biotekn[illegible]ically enhanced and became one of the [illegible]famous Karnage Kommandos. Lured by the promise of countless nu-dollars, he went to the US and was voluntarily diskorporated re[illegible] emerging as Joint and [illegible]ining the Krew.

The influence of comic art pervades the design of Skeleton Krew.

SOUL STAR: MALICE OF THE MYRKOIDS

Taking the Thunderhawk engine and twiddling it a bit it is barely recognisable Core Design has come up with yet another space-based Mega-CD shoot 'em up entitled Soulstar Malice of The Myrkoids

As mentioned last month this stars you as one of three crack Cryo Commandos you must choose to take one of three ships up to the distant star system, Soulstar, which the brilliant but completely nutty race the Myrkoids are trying to wipe out.

The Cryo Commandos have been chasing these balmy beings for centuries so now they've caught up with them they're going to make it worth their while which naturally enough leads to loads of blood carnage and unpleasant death type things.

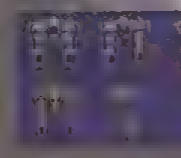
Viewed from various angles (inside and outside the ship) the game contains three different ships each with five tiers loads of smart enemy sprites and from what we've heard some ultra rousing music And this baby is going to be fast you can bet your butt on it to some other vulgar Americanism

Each ship is armed with a beam laser and extra weaponry is given at the end of each mission The programmers also plan a more advanced weapon system including droid-assisted guns and missiles if they have the space and full motion-video sequences The full low down will soon pop up on those hallowed pages so keep those eyes peeled with a potato to peer across this is going to be a biggie

Weapon power work station.

Graceful turning sprite positions.

Intriguing spare urchins, in the process of construction.



Crabs, crabs ahoy!

PROJECT	SOUL STAR MALICE OF THE MURKOIDS
PUBLISHER	CORE DESIGN
INITIATED	MARCH 1993
RELEASE	SPRING 1994

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MARKO'S MAGIC FOOTBALL

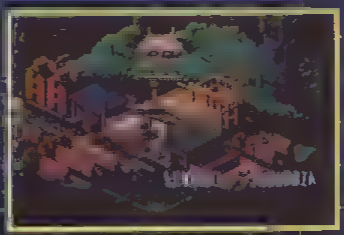
Football, football, football. You wait years for a football game to come out on this magazine and then multiple versions appear all at once. Paul Glancey thought he was going off to Norway to work on yet ANOTHER one... but, boy, was he in for a surprise!

Deep in the bowels of the Sterling Towers Toy Factory, a group of workers were busily engaged in the construction of a new toy. Or at least, that's what they thought they were doing. But no. Who knows what it was that [illegible] but instead it was, and in the bowels of the Sterling Towers Toy Factory he talked to us about his plans for their destruction.

Now an equally evil scientist at his side he created a genetic recipient slime that would turn whoever [illegible] ordered the slime to be shipped into the world's sewers where it would reach vast, mutant proportions, to consume...

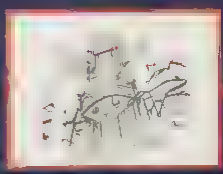
It was while young Marko was on his way to the [illegible] with the ordered consignment of [illegible] carrying a barrel of slime down a manhole. Marko [illegible] as the green goo covered an unsuspecting cat, which promptly grew another head [illegible] snarling and drooling.

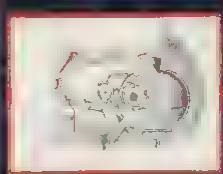
Marko was quick to catch on, and though he [illegible] of urban wildlife was limited, he knew that rats growing second heads was not the work of nature. Something fishy was going on, and though he was only a little kid armed with a magic football, he knew that he would have to head off on the 999 call to the police and investigate these sinister goings-on himself...

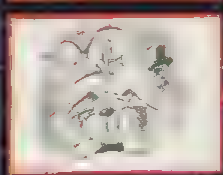


Hey! It's Marko's house - all the inside of it.

A well-placed volley should see off the Grand Mal driver.







▲ Here's how Jolyon turned his original sketches for the intro sequence

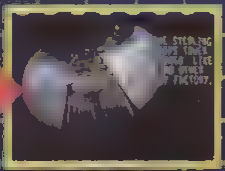
PROJECT	MARKO'S MAGIC FOOTBALL
PUBLISHER	DOMARK
INITIATED	SUMMER '91
RELEASE	MARCH '94
FORMAT	16 M-BIT CART, CD
DEVELOPERS	THE CARTOON MAVERICKS, THE KREMLIN

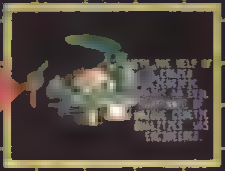
THIS DOESN'T SOUND LIKE A FOOTBALL GAME

Actually, Marko isn't a football game at all. Well, there's a football in Marko's Magic Football, but in reality this is more of a platform game. Marko has to run through six parts of the town, each of which is made up of several sub-levels, to bust in on the Colonel's laboratory in the Sterling Toys factory and show him where to stick his genetic reactant slime. The football comes into it, because it's a magic football which Marko can call up whenever he needs it, and float it off into gaps to get them out of the way.

And bad guys there are in abundance. Mutated monsters, The Colonel's workers, and nasty lizards who just don't like kids playing football on their patch. Marko can kick the football at them to get them out of the way, and gains bonus points for using his football skills to kick rubbish off the pavement and into the nearest litter bin. So there's a little environmental sub-strain to the gameplay as well.

▲ At the end of each level the Colonel rides in on one of these Jules Verney vehicles, Rubsinik-style.





MARKO'S TEAM

The concept for Marko's was thought up two and a half years ago by Domark's big cheese, Mark Strachan. Without an official title it was dubbed 'Mark's Football Game' until the programmers decided to name their little footballing bloke Marko.

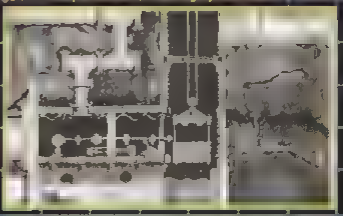
Domark's pet programming house, The Kremlin, have been doing all the work until now, and Marko's team of programmers, who call themselves The Cartoon Mavericks, are currently putting the finishing touches to the gameplay, the bosses and the hidden bonuses so that the game can be released on Megadrive in March and on Mega-CD a little after that.

Programming and game design is the work of Warren Mills and Michael Carr, veteran coders both, who had to take time out from the Marko project to put together the Master System versions of James Bond 007: The Duel and Desert Strike. Jolyon Myers is the graphics designer, who, in between knocking out sprite frames like there's no tomorrow (over 250 on Marko himself!), has been putting together amusing intro sequences which unfortunately won't make it into the game, being perhaps a bit too nasty to make it past Sega's quality control.

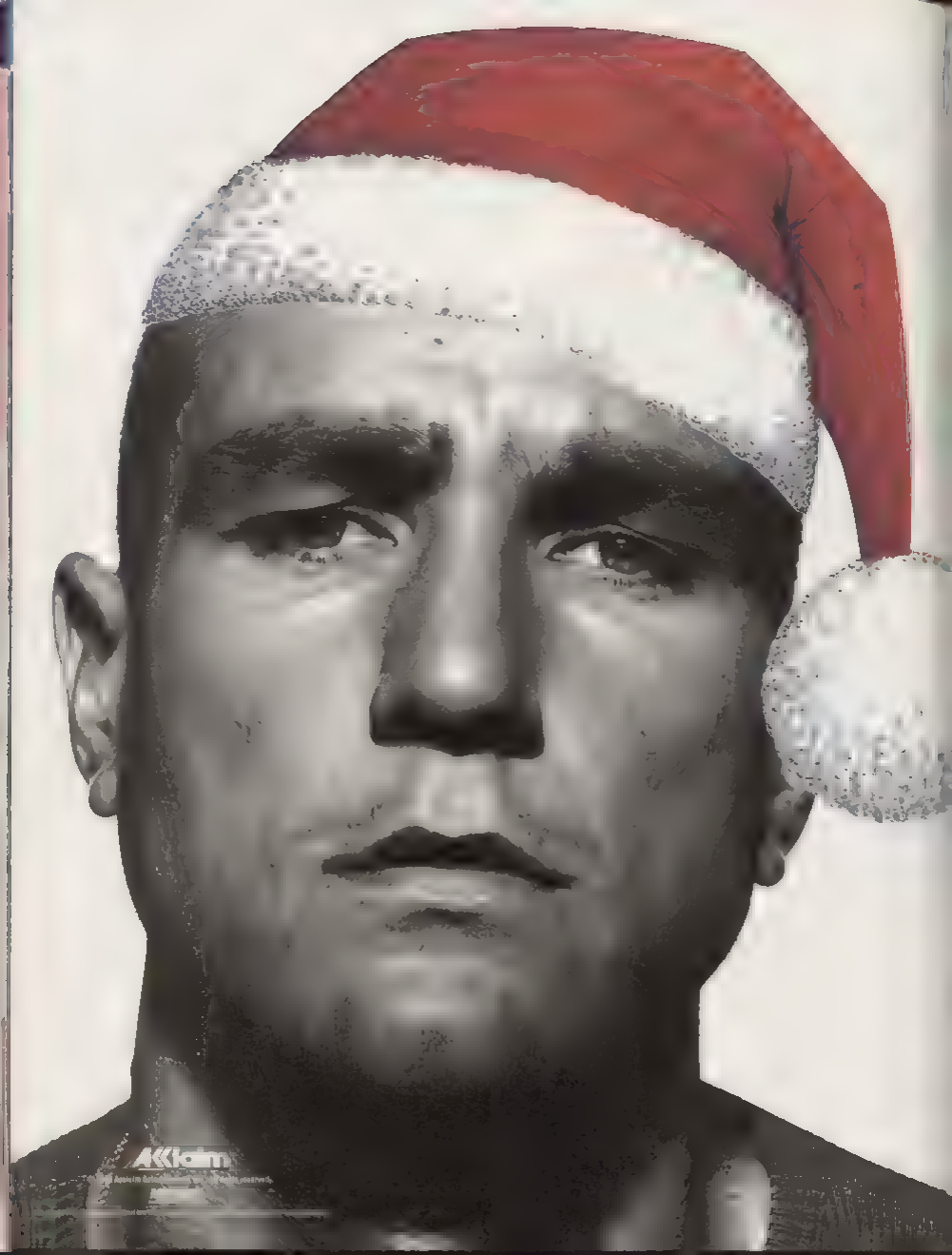
The Mavericks are looking forward to completing Marko on Mega-CD. They plan to put extra intro sequences into the game (only once, though) and use the eight sample channels in the Mega-CD's PCM sound chip, but they admit that there probably won't be the scope for them to radically spruce up the gameplay from the cartridge game.

But will the gameplay need sprucing up anyway? We'll be the first to know when Marko gets the the full MMS review treatment in two issues' time. Watch this space!

▲ The preliminary sketches show the development of the game's kooky sense of humour in graphic detail.



into pixels using his Amiga 2000 running Deluxe Paint IV


Acclaim

“...makes the rest look like turkeys”

Vinny, footballer

MORTAL KOMBAT®

PREVIEWS

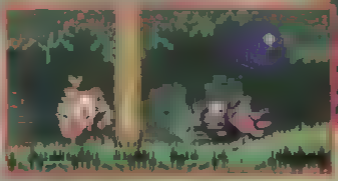
SONIC

As the song goes, you're once...twice...three times a hedgehog. That's right, Sega's number one game character, cover star and supermodel is due to hit the Megadrive in his third adventure, and sooner than you probably think! Gus Swan was invited to Sega's palatial headquarters for an in-depth look at one of the major games of '94.

Sonic is now the undisputed video game star in the world. In the space of three years, the spiky blue character has moved into the realms that only the likes of Mickey Mouse and er, Mr Blobby inhabit. So what? Well the very fact that Sonic has trumped his arch rival Mario is connected to the release of Sonic 3. Compare the two. Both are flagships for their companies, but Nintendo use Mario as a brand. The sort of games he now appears in are as predictable in nature as they are dependable in quality.

On the other hand Sega don't just use Sonic to sell themselves, they promote him as a star in his own right. And that technique is working when you compare the popularity of both game characters. Even more importantly, Sega seem to be putting more into Research and Development for their megastar, with newer and better Sonic games a regular feature in their release schedules. This year has seen Sonic CD, Sonic Chaos, Sonic Spinball and the Sonic arcade game.

And now Sonic 3. In music mags the reviewers talk about that difficult third album. In many ways Sonic 3 will be a tricky game for Sega to pull off. The first game was a brilliant debut, which separated console games from computer games forever. The second was a marked improvement developing the themes with some technical wizardry. But Sonic 3 has to offer something new. A new look and definitely new gameplay features. When MEAN MACHINES reviewed Sonic CD, it was the lack of new features that downrated it. Read on and see how Sega plan to reinvent Sonic for the third time.



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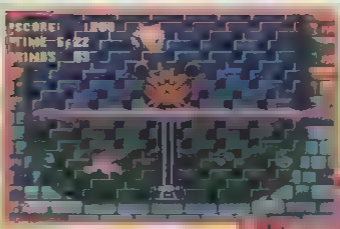
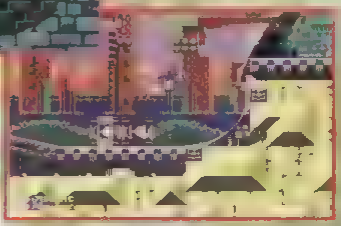




▲ Sonic performs the fastest downhill in ski history.

CARTOGRAPHY

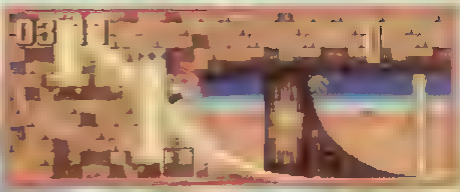
A BRUSH WITH DANGER

There was a bit of an outcry when Miles Prower, Sonic's fiery mate was omitted from Sonic CD. Happily Sega have reinstated him in Sonic 3, and he plays an even more influential role than in Sonic 2. Like Sonic 2, you can control Tails on the one-player game just by picking up the joypad. But now, instead of just tagging along for the ride, Tails can interact by picking up Sonic! At certain points in the game the usefulness of this ability is apparent and is advisable to have a friend on hand with quick reactions.

RAGE KNUCKLES

The plot for Sonic 3 revolves around Chaos emeralds (yet again), the gems of incredible power that are being constantly sought by Sonic's nemesis, Dr Robotnik. At the beginning of the game Sonic and Tails glide onto Angel Island on their boat plane, and straight into the island's native, a new character called Knuckles. Knuckles is unmissable in shocking pink, and although he's not bad at heart, Robotnik has tricked him into thinking that Sonic is out to steal the island's Chaos emeralds. So for most of the game, he's out to get Sonic, and is almost a match for him.

SONIC 3



Knuckles races through the mini-zones.

THE NEW LOOK

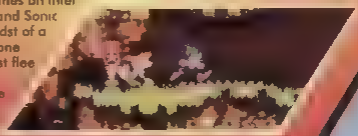
You'll see from the screenshots that Sonic 3 has a subtly different look to the previous Sonic games. The graphics look somewhat chunkier than before, and the backdrops are a lot denser with lots more foliage and scenery passing in the foreground. The sprites look bigger in relation to screen size than before. The most noticeable improvement is in Sonic's animation. His expressions, acrobatic body twists and acceleration are more detailed and convincing than ever.

FANTASY ISLAND

The first three stages are an accurate taster for the entire game, with a host of new features appearing in the first few plays.

ANGEL ISLAND ZONE

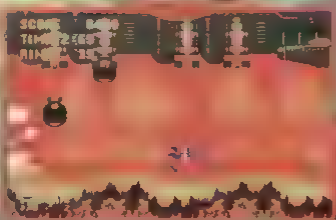
The first level is set on a tropical island, teeming with life, showered with huge waterfalls and packed with foliage. The first act is a race through forests, rivers, caverns and into the hollow centre of a huge tree. Then things take an abrupt turn when one of Robotnik's [illegible] appear. The screen becomes an inferno of explosions, and Sonic disappears in the midst of a raging forest fire. At one point, he and Tails must flee across a huge plateau chased by a huge airborne machine with six bomb [illegible]



Doesn't Sonic know it's rude to point?

HYDROCITY ZONE

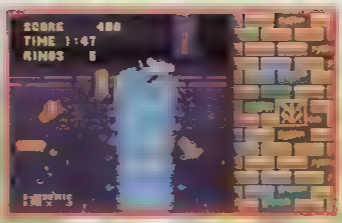
Most of this zone takes place underwater, with the usual problems Sonic has when it comes to breathing. There are loads of short-cuts to take which bypass the water sections altogether, but finding them requires skill. Some fabulous underwater creatures appear here, like rampant little robot fish, and billowing water worms. There are buttons which activate flow currents and huge water spouts.

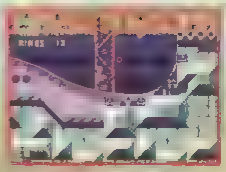


MARBLE GARDEN ZONE

This place looks very alluring, with some fabulous detail on the stonework and ivy strewn all over the shop. However, looks belie a particularly difficult level to complete, with steep slopes throughout, and lots of mobile enemies. There are some new hazards to face, like giant rotating spiky balls, and tricky triple circling platforms to negotiate.

Sonic 3 will be the most intriguing cart Sega have ever produced. The game as it stands fills 16 megabits of memory, consisting of twelve scenery stages and numerous acts. What may surprise you is the inclusion of a memory save. The cart has eight positions to store the last act of previous games. The back-up emphasises the size of the game... it's looking massive compared even to Sonic 2. The in-game architecture is also new. The play area has also been expanded vertically, several screens higher than before.





Hi-tech hi-jinks in the Launch Zone.

FEATURES OF ANGEL ISLAND

DEATHSLIDE

The best bit of the Gladiators Eliminator this aerial runway's great fun and an excellent source of rings. The main snag is reaching the start of the run, which is really high up.

ROPE SWINGS

Jungle creepers provide a safe passage without touching the ground. Swinging from rope to rope is a matter of timing.

FLOPPY BRIDGE

This risky structure spans a large chasm, but the segments have a habit of tipping over. But there is rhythm in their deviousness.

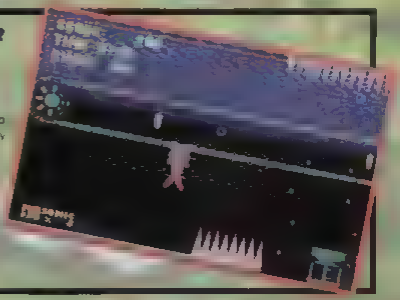
HYDROCITY FEATURES

DEATH WALL

This horrific structure requires Sonic to [illegible] and perform multiple spins.

CONVEYOR BELTS

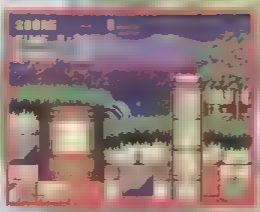
Sonic hangs for grim death as these shift him to the side, but they are essential for completing the [illegible]. Underwater they provide a handhold to defy the current.



MARBLE GARDEN FEATURES

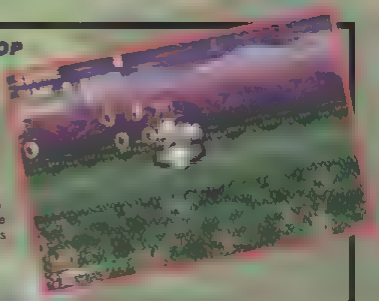
GEARS

These unassuming half-buried circles have a startling use if Sonic does his super spin next to them. By twisting them, whole section of landscape emerge out of the ground, usually making the passage easier.



SPINNING TOP

A totally new and brilliant feature this. By running on this platform Sonic makes it rotate and move. The faster he runs, the quicker it moves, but it's also damned tricky to control. Makes for some interesting situations.



SONIC 3

TWILIGHT ZONES

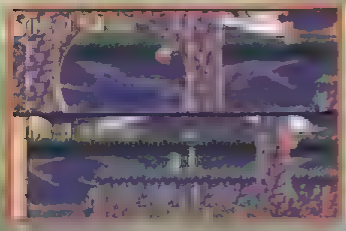
Sonic 3 has two special stages, as opposed to just one, and they look like being brilliant. The first recreates the 3D effect of the Sonic 2 special stage. This time Sonic is running on a 3D chequered sphere with the jet pad used to spin through 90 degrees. He's searching out the blue spheres and seeking to avoid the red. Finishing a level (which is very hard) releases a Chaos emerald. But where to find the massive ring that marks the entrance to the level? Search on.

The second special zone is found in the collect 50 rings and hit a lamppost tradition and places Sonic in the midst of a giant bubble gum dispenser. Instead of gum, a tasty bonus treat waits at the top, but getting there is mighty difficult and only possible using the wall mounted bouncers. Sound weird? Right! Sound difficult? Right again!

BEYOND THE PALE

Three down, and only another nine to go. The variety of the other levels is staggering, with ice zones, a carnival type zone and launch Base, the closest a Sonic level ever gets to Cape Canaveral.

PHOTO FINISH



You can't even trust the rocks.

MAC THE KNIFE

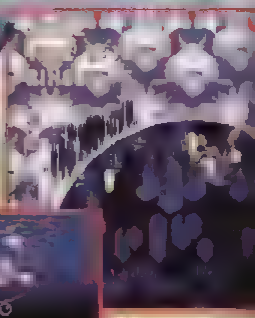
Sega realised the two player mode was well received by Sonic 2 owners, and they set out to refine and improve the idea. At the moment, the two player sub-game comes in six different parts, and is a mad dash over five short laps. The screen is again split horizontally, but there's none of the odd visual compression of Sonic 2. The smaller versions of Sonic, Tails or Knuckles race across simple courses, seeking to gain a few seconds on the line. It's fast, furious and not unlike Dashin' Desperadoes gameplay (reviewed in this issue). Players can opt for Time Attack trials over a single course, or a Grand Prix set over the best of five. The zones are actually styled differently from those in the main game.

may retain as long as he isn't hit

WATER BUBBLE

The bubble surrounds Sonic in a protective sphere but it's an elastic orb that may be flattened at the

he wouldn't normally attack, and it also let's him breathe underwater.



Chillin' action.

FIREBALL

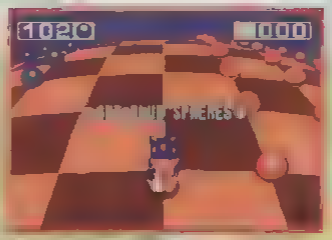
but don't fall into the water!

SHIELD

the armoury. Not only is Sonic given the power to

him attracts all the rings on screen. Gasp as they flow towards him.

Sparkling lampposts mean only one thing...



The incredible 3-D special zone.

HOLD ON TO YOUR HATS!

This is not all of course not Sonic 3 has still some crucial programming stages to go through As well as playability tweaking, there will be some modifications to levels graphics, even extra features And there are rumours that Sonic 3 will be coming in more than one cart form. First and second class Sonic? Well, Sega are not denying or confirming anything, apart from the game you've seen here is Sonic 3 We of course, will be dishing it all in our next issue.

Close shave with a fireball

THE BOSS IS BACK

Robotnik, Primadonna that he is, insists on turning up in various extravagant boss guises, and those in Sonic 3 look like being the most dramatic yet At the end of the Angel Island level, you face a massive waterfall which Robotnik bursts through in his flying two man cannon machine Hydrocity's finale is a bizarre episode in a huge spin dryer A four armed Robotnik rotates the central blade to create a disorientating whirlpool

Robotnik has spent a packet on new wheels, wings...eh

Could this be Sonic's Pun Zone? I think not.

SEGA

MEGA DRIVE

ZOM

55

monster levels

of manic mayhem with monsters,

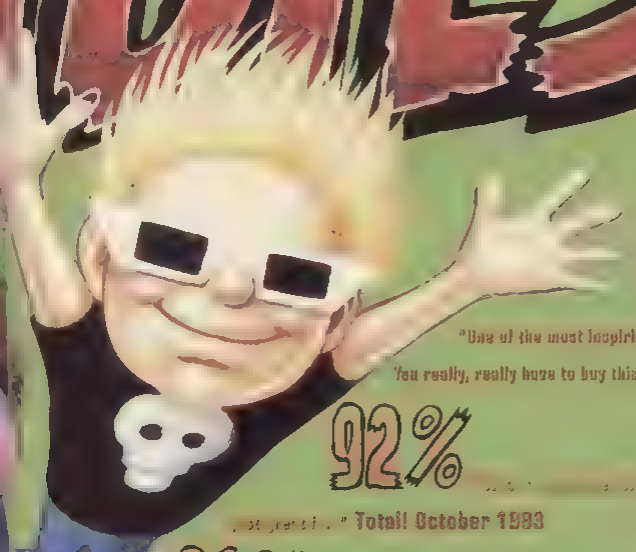
mummies werewolves an[illegible]

like it's up to you.

KO

SUPER NINTENDO

BIES



94%

"One of the most inspiring new releases in years. You really, really have to buy this." **NMS, October 1993**

92%

Total! October 1993

91%

"What more can I say? I've seldom played a game as good as this one. It's a game every person should own."

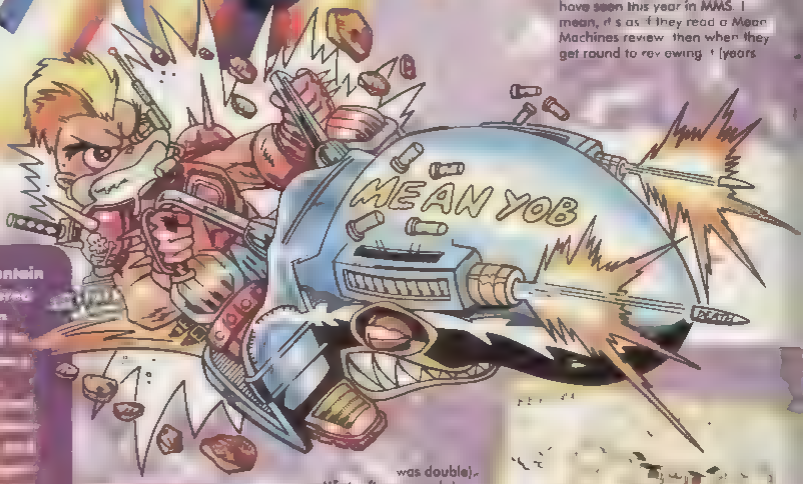
Games Master, October 1993

ONAMI

KONAMI (UK) Limited Television House 269 Field End Road

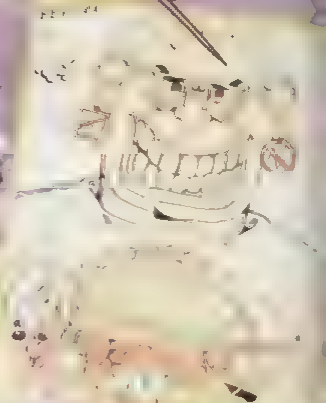
MEAN YOB

Dear Yob
I'm writing about something which has annoyed me quite a bit, the Channel 4 Teletext programme Digitiser. I buy Mean Machines every month, and trust the reviews made. Because of this, I never buy a game that gets a low rating in Mean Machines. But then, along comes Digitiser, disagreeing with every review I have seen this year in MMS. I mean, it's as if they read a Mean Machines review then when they get round to reviewing it years



These capsules contain only dried powdered *Tenectous* **leaf in a**

Dear Yob
Before I start I'd just like ya to know how well Mean Machines is doing the mag I buy every month for an excellent price. You guys must have a lot of cool keen workers and in about three years I me'n I'm going to apply to join Mean Machines. Anyway, lets get to the problem.
A sad bloke in our school thinks that Sonic was only really made by Amstrad and sold to Sega to be made 100 times better. Also the guy reckons Sega has sod the name Sonic to Amstrad. I hope this prat is talking bull. please one great one reveal all. Before I go I remember the thicke that sent the anonymous letter (which was double).
Well, after research I found his name SMITT, Sad Man's Thickie Idiot Trust.
Jade Morris, Birmingham
YOB: MEAN MACHINES is doing great thankyou, coming the backside of the feeble flaccid organs they call our competition. That certainly is a sad bloke you're talking to. What sonorous buttocks he must have — I've never heard such tosh in my entire life. I would like to reveal all, but sadly that would require a double Polaroid and would immediately relegate this magazine to Jazz mag status.



Dan Kelly from Grantham shows Mrs Shelley on a good day.

David Sandborn, you truly are vain and fluffy like a little bunny.

it, but the marks it got in that brilliant review book seemed just about right. The graphics looked bleedin' great from the screenshots I saw, easily deserving the 88% they got. But on Digitiser they said the graphics were crap the sound absolutely terrible with a mark in the 40s as opposes to the 90s in Mean Machines, and that the whole game was rushed and not worth buying. What's wrong with these people? Who's going to believe a crap teletext thing with no screenshots and pitifully short reviews.

Also annoying is Digitiser's snide comments about Mean Yob when it comes to their very own 'Man with a long chin' they say there's no competition and that Yob is no match for. The Man. Sorry about the excessive length of this letter, but as long as you get to read it, that's what it is meant for.

Elvis, somewhere

YOB: I must say, I occasionally tune into Digitiser to laugh at what I reckon is sub-standard tripe that the finite amount of monkeys bash out each week. I've seen better quality stuff swimming about in the sewers underneath the Clinic For People With Exceptionally Smelly Bottom Disorders. As for the man with the long chin, well, it's a well-known fact that a large facial protuberance usually means a small-sized lunchbox.

later) they say the oppos te to every point in the review. Graphics, Sound, Gameplay everything unfairly under-rated at least half the percentage it got in Mean Machines. Take Jurassic Park for the Megadrive as an example. Now, I haven't played

STOP-O-FLO

Dear Yob

I'm sorry about that mistake that I made because I looked at my poster and it said that they were the right way round. So I'm sorry.

James Turner, Newbury

YOB: You're forgiven.

WONDERDOG

Well Remember at least, we enjoyed it loads. Ta.

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MEAN YOB

Not so Dear Yob
Is it true you wear underwear on your head or is it just a vicious rumour? I'm a dumb aussie who's got nothing better to do than write letters to people with dumb names. Actually what I'm writing about is to tell all those stupid fuddy duddies who say computer games are evil to shut their toothless old mouths. I mean, it's not as if when I play Mortal Kombat I'll go and rip someone's spine out. Do you agree?
Heath Banvar, Brisbane

Dear Yob
Apart from the Streetfighter coverage I think the best part of your last issue was the part in the editorial entitled 'You Don't Say...' It included certain information from certain magazines which just happened to appear in Mean Machines Sega a few weeks previously. Hmm I wonder where they got that from, those guys who pitifully call themselves your competitors must be psychic or something. I think it's terrible the way other mags get information from your mag, mix it around a bit then release it for themselves.
Paul Brooks, Notts

YOB:It is terrible, isn't it. Still at least they know where to get expert information — so don't just take our word for it! By the way, is it just me, or is Gazza Mania the biggest pile of old tramp's vomit nuggets this side of old Farmer Giles' dung heap.

PANT SLUDGE

Dear Yob
Please could you tell me if Streetfighter II SC Edition is coming out on a Sunday, named 'Street Fight Sunday' because Megadrive Advanced Gaming said it was? If so, how is anyone going to buy it when all the shops would closed? And how much is the Capcom SF II joystick?
Timothy C South Wales

YOB:Hey, wasn't that the day before Moronic Mag Monday when the latest limp organ from Maverick gets released? Dear me, the chunder these people come up with. It makes me wonder what they swallow.

Steven Toomey from Sydenham plays spot the alien — and fails...

YOB:Absolutely. Completely off the subject, I must say, I hate Mr Blobby. He's crap. I mean, what kind of ambling imbecile would laugh at him? If I wanted to laugh at a pathetic pink wobbling thing, I'd write to Neil Kinnock and ask him to get his trousers out.

OH WHY OH FRONTS

Dear Yob
Publishers would "Don't Believe the Hype", but the harsh reality is that people do. The hype put out by games manufacturers, that is. I've lost count of the amount of times a company has hyped a forthcoming game beyond all belief the public has purchased it by the mountain load, and have ended up disappointed by the end result. Recent examples of this are Mortal Kombat, Bubsy the Bobcat, and disappointment of the year Sonic CD. Not bad games by all accounts, but by no means able to match up to the propaganda put out by their respective companies. No I'm not naive, I know that video games companies don't actually give a stuff about the games-playing public, and are only out for the money — why else would they blatantly over charge the customer for their products? So I am making an appeal to everyone who buys and plays video games. Don't be sucked in by these companies. They have to say nice things about their product or they go out of business. They prey on people who believe their talk and part with their hard-earned cash because of it. The old adage 'try before you buy' really is the way to go here. Forget what companies say, play the game yourself and make up your own mind. If more people did this, companies would stop making the ridiculous percentage of rubbish they do and start making something worth buying. The big guns need your money, so make them work a little harder for it. Hopefully we'll see some new and exciting things happening.
Geoff Denyer, Dorchester
YOB:Public

Fab pic Aaron but next time put your name on it.

Fab pic Steven Cunningham but why has he got warts on his cheeks?

HAVE YOU GOT WHAT IT TAKES TO BE A CLUB MANAGER?

Then try playing the ultimate soccer game!

Think a moment! Could you?

IMPROVE RESULTS AND MAKE YOUR CLUB RISE UP THE TABLE!

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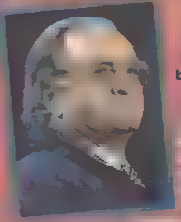
"The soccer leagues are a credit to you, keep up the good work" M.K. of Chelmsford, Essex;
"Your presentation and imaginative ideas were excellent and I can't wait for the next blockbusting season" C.B of Nottingham;
"Your soccer game has already cost me one night's sleep trying to figure out the best formation to play, but I guess that's really a compliment on how exciting the game is" I.W. of Arclic, Cheshire.



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Sonic CD. I also appreciate the comment sections and the ratings that come with each review. My favourite aspect of your magazine is the 'no holds barred, tell-it-like-it-is, don't give a Sunday crap attitude. The sarcasm, the wit, the downright ugly honesty. I love it.

James D Brown, Baton Rouge, LA

YOB:It's nice to get a letter from the Godfather of soul. How's it going you old soul brother, you.

A true masterpiece by an unknown master (or whatever).

take them at face value because that's how these games have been and probably always will be, from Dragon's Lair on the Amiga to Voyeur on CD-i. They are simply show-piece games like Road Avenger, and until technology improves or better compression techniques arise to handle the vast number of character positions required for decent gameplay, I cannot see 'interactive movies' ever improving.

Ben Reeve, Newport Pagnell

YOB:I can, but then my imagination hasn't been limited and constrained by a Newport Pagnell education.

Sonic gives us the finger over-leaf. Rude.

Enema said "Watch out for that soapy nozzle", but the harsh reality is that people don't. What you say is absolutely true. You've got to be a gimboid with a head full of Baby Bio to go out and buy a £40 game without first consulting several magazines to see whether it's good or not and second giving it a good playtest. And if your local shop won't let you try it, wave your wad at the shopkeeper, shout 'happy sacks' very loudly and relocate to a supplier that will.

SLAP MY BUNS

Dear Yob

I'd just like to say a couple of things. Firstly, "Hooray! Sydney won the rights to host the 2000 Olympics!". Secondly, I want to ask why Mean Machines split up into Mean Machines Sega and NMS, because when I enthusiastically went to pick up my first issue of NMS I was bitterly disappointed. It seems that NMS is put together in Australia (not in the UK) where the mags is half the size of Mean Machines Sega, the reviews are put together poorly and some guy called Fatboy tries (unsuccessfully) to imitate Mean Yob. This has all been a catalyst for me to change to a Megadrive and Mean Machines Sega. Please inform me why NMS is not put together by Mean Machines? Is the same NMS distributed in the UK?

H N Banyrigg, Sydney

YOB:The Australian NMS does use a few pages from our own British NMS, but most of its pages are put together in Australia. Which is why it reads like it does.

CREAMY BUFF

Dear Yob

Let's get straight to the point. It's all this rubbish about interactive movies. People are always slating these games but you have to

Owen Taylor of the months this week. Thought I'd tell you.

Dear Yob

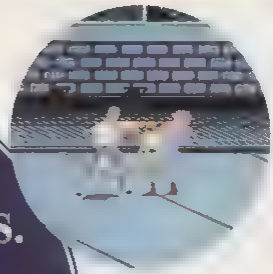
We absolutely love you and would gladly walk across the Arctic dressed only in frilly aprons and pink knickers waving banners saying 'YOB we love you and would happily die for you' Please, please, please print this letter because we're such big fans of yours and would love to tell the world that we are your number one fans. Please. Pretty please?

Ed Hayden & Neil Juszkachowski, Windsor

YOB:Sometimes it's very pleasant editing the letters...

Dear Yob

Greetings from the land of the free and the home of the brave. I just wanted to let you know that someone actually buys those leftover mags you send to the States. The verdict on MMS: excellent mag. I enjoy reading it every time I go to the toilet (the WC or whatever you call it). And no, I don't use it for anything else once I'm in there. Anyway, I really like Mean Machines Sega, especially the blow-apart reviews and previews like Silpheed and



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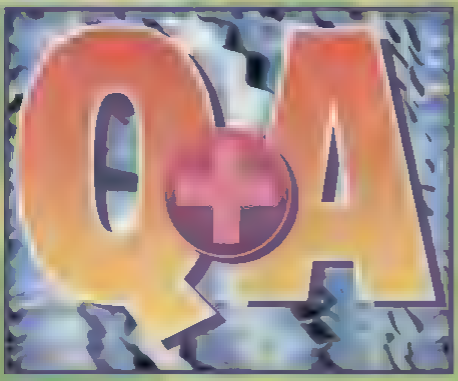


Three pairs of backfiring trousers, six bottles of cow secretions, four dozen gold-plated castors, five edible pantaloons, seventeen fuel-injected pig's bladders, nine eyebrow instigators, a half dozen switchable sock interpreters and a baker's dozen of bread-filled universal remote controls. That's what Spender Macgraw of South Shields had for Christmas. What did I get? Eight million questions, the best of which are printed below. If you've got anything you need to know, write to: HERE ARE THE KNICKERS YOU LEFT IN MY BEDROOM Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SPENDER'S ARM

Dear Jaz
Could you please answer some of these questions
1 Where can I get Space Invaders for my Megadrive?
2 I am saving for a Mega-CD but because I've got the first Megadrive I m worried I may not be able to get the first Mega-CD and I don't want the Mega-CD 2 because it won't look right
3 How come Sega Power said Universal Soldier was ace and they gave it 91% whereas your great mag gave it 47% which I think is too generous?
Michael Mitchell, Leeds
JAZ:1. Super Spoce Invaders was released in Japan a couple of years ago, but was never officially released. I suppose you could advertise in the wanted section in MEAN MACHINES Megamart. You never know, somebody might have a copy they want to sell. 2. Aaaah. Shame. Anyway, that's not a question you fudge-packed donut. 3. Everyone's entitled to their own opinions, whether they're right or, in that particular case, wrong.

SPENDER'S LEG

Dear Jaz
I have a few questions for you to answer
1 Does the Megadrive have six channel or ten channel PCM or FM sound?
2 What is the best type of six-button joypad?
3 What was your favourite episode of Star Trek The Next Generation?
I think that ever since you left CVG it has gone downhill and MMS blows NMS and every other computer mag off the face of this Earth. Keep up the good work
Christopher McIvor, Glasgow
JAZ:1. It's a ten-channel modified FM jobbie. 2. Sega's very own model. 3. Best of Both Worlds Part 1. What an episode! When it finished with Riker saying "open fire" I very nearly did my own captain's log in my knicks.

SPENDER'S LOWER INTESTINE

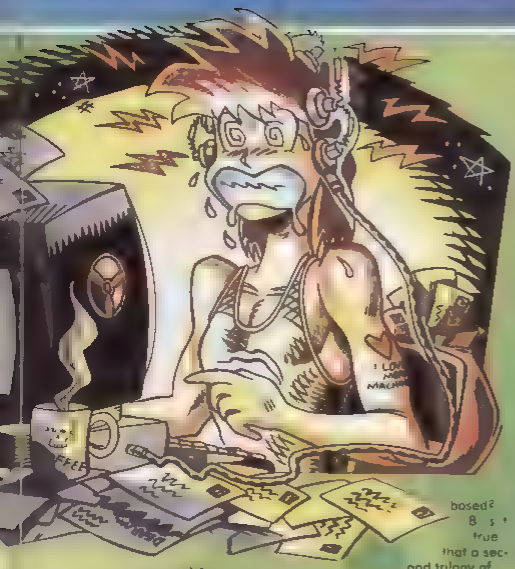
Dear Jaz
Please answer these juhula questions
1 How many colours does the Megadrive use?
2 In SFII, is there any way of doing Vegas' air suplex without a six-button joypad?
3 Is FIFA better than SFII?
4 Is Commy from Super SFII Guile's daughter?
5 How come you don't publish Game Genie/ Action Replay codes?
6 Do you reckon SFII is worth 60 quid?
D J Mark, Bedford
JAZ:1. It depends on the game, dunnit. Most use 16-32 colours on-screen at once 2. Yes. 3. No. 4. No. 5. Sick squid and a pack of lemon cakes. 6. I don't think any game is worth £60 to be perfectly honest.

SPENDER'S COLON

Dear Jaz
Please print this letter because if you don t I might do something stupid like buy Tomco World Cup (rated about 6%).
1 Are Monkey Islands 1 & 2 coming out on the Megadrive? If so, when?
2 Does the Mega-CD 2 fit the Megadrive 1?
3 Is Jaguar XJ220 any good on the Mega-CD?
4 Should I buy Sonic Spinball or F15 Strike Eagle II for Christmas?
5 Is WWF Royal Rumble on Megadrive as good as it is on the SNES?
Ian Williams, Burscough
JAZ:1. Early next year. And what a jolly wheeze they both are too! 2. Yes indeed Snug as a bug in your pants. 3. It's alright. 4. Donate the money to charity and help starving children, that's what I say. 5. Yes it is.

SPENDER'S CRANIUM

Dear Jaz
Could you please please, please answer my questions
1 How about doing a SFII novel to go with one of your future mags?
2 Which is the best MCD game apart from Thunderhawk?
3 Is EA going to publish MCD games?
4 Is a soccer game being planned for the MCD?
5 If yes, when will it be released and how much will it cost?
6 Is Mortal Kombat coming out on the MCD?
7 When are the following coming out on the MCD Jurassic Park, WWF, Star Wars?
Thank you very much for all your time
Alan Lai, Shipley, W Yorks
JAZ:1. No. We'll leave these festering things to sad, shambling magazines whose writers have the talent of a green



drip-
ping baboon's
bum. 2. Sonic CD. 3. Yes. 4. Not at the moment. 5. Zippy-de-do-dah, zippy-de-doy, my-o-my what a chunderful day. 6. Early next year. 7. Early in the New Year.

SPENDER'S SPLEEN

Dear Q + A, or Jaz or whatever,
1 Can you curl the ball in FIFA International Soccer?
2 What is the utterly brilliant information that your vast intellect has received about the Saturn? Is that 32-BIT wonder machine to be released earlier than expected at a relatively low price? Or are Sega going to scrap that project and release a 64-BIT Sega Virtua or even better yet a 128-BIT Sega Excel (and no that isn't a new improved washing up liquid)?
3 Any news of a sequel to Jungle Strike and/or a Mega-CD conversion?
4 Are Virtua Fighters and Virtua Star Wars likely to come out on the Saturn?
5 Is the Mega-CD, when hooked up to the Megadrive, effectively a 32-BIT machine?
6 Any news of the Star Trek games on the Megadrive and Mega-CD?
7 Any news about the story line on which Star Trek: The Movie is based? Is it true that a second trilogy of Star Wars films is being made?
9 Any news on Rebel Assault or any other Star Wars related games?
10 Do Mega-CD CDs have 660 meg or 660 times the meg of a cartridge and how much memory space will Saturn CDs have?
Mr Inquisitive, Co. Kildare
JAZ:1. Indeed, there's plenty of ball-bending malarkey on offer. 2. What about the 256-bit Sega Cheese Waffle? All the interactive movie-style entertainment you could possibly wish for. And it's full of protein and natural vitamins. 3. No news is good news. 4. Yeah. 5. No. 6. News in this very issue. 7. I've actually got a load of plot details from a Star Trek bulletin board regarding the Next Generation movie, which apparently stars all the regular TNG people as well as Spock, Scottie and Capt Kirk. It sounds absolutely fab! 8. Apparently, yes. 9. Keep watching this space. THIS SPACE right here. That's it, here. 10. I've got a headache and can't find my calculator so nob off 'cos I can't be bothered. It doesn't ruddy matter. Anyway, all CDs have the same space available on it, it all depends on how you actually fill it.

SPENDER'S KIDNEY'S

Dear Jazzaman
Please will you answer these questions
1 What is the cheapest CD ROM that can play music and good games on?
2 Is it possible to link speakers to your Megadrive/ Mega-CD?
3 About how much will the price of the Mega-CD have gone down by March 1994?
4 What is the best fighting game for the Mega CD?
5 Is it worth buying Sonic CD?
Sam Larkham, Staffs
JAZ:1. PC. 2. Yes. 3. Nowt by the looks of things. 4.Final Fight. Did you know that if you sell your warts to someone for thrupence they disappear? 5. Only if you've got a CD to play it on, which, looking at your previous questions, is probably not the case, so no.

SPENDER'S LIVER

Dear Jaz, Jazz Jazza,
CHEESE!
Could you answer my questions ? Maybe ? Somehow ? Well, you will answer them, I will make you for I have mystical powers, I can make "accidents" happen so be warned! If you don't answer my questions I may do something so watch your back, matey!
1 Compared to the Amiga CD Atari Jaguar and the new Saturn, the Mega-CD with 128 colours is a little *?*! isn't it?
2 Is your name Jaz, Jazz or Jazza?
3 Which is the best game ever, cheesy man?
4 Did you know you're a cheesy geezer and you smell of poo
Not, you're a cool dude, true!
Michael Jackson lives here — The Cheesemaster, Cheesy Town, Mystic County!
JAZ:1. Sorry, my universal translator has broken down and I can't work out the meaning of *?*!. 2. I am Julian Rignall. My nickname is Jaz (note single Z), or Jazza when talking in the third person. 3. Football. 4. Captain Horatio Horn Blower.

SPENDER'S BOWMAN'S CAPSULE

Dear Jaz
Please could you answer a few questions for me
1 Will Hunter ever appear on the Megadrive?
2 Will Super FX games ever come out on the Megadrive?
3 In Orlando, Florida, they had a game called Weres Walls. Are you going to review it?
4 Is Lethal Enforcers any good?
James Carroll, Liverpool
JAZ:1 Nah. 2. Nah. 3. No. 4. No What a cock bunch of questions.

SPENDER'S MASTOID

Dear Jaz
I would be grateful if you could answer the following questions
1 What do you think the best PC is between £700 and £1000 that you can play Elite 2 on?
2 Should I buy FIFA Soccer Aladdin or Sonic Spinball?
3 Do you like Mean Yob, I don't?
4 Do you think I should buy a Super Nintendo or a Mega CD? I already have a Megadrive.
5 I want to get a "Screen Snapper" (a machine to take pictures off a screen eg Goro from Mortal Kombat) for my PC when I get one. Where can I get one and how much does it cost?
Paul Hayday, Oxford.
JAZ:1. Get the best-specced one possible. You should be able to just about scrape a 486 with VGA for a grand. 2. No, because you're buying a PC. Or are you not new, in which case I won't answer the previous question. 3. I do, actually. 4. Hang on, hang on. Have you got money coming out of your arse? One minute you're after a PC. The next, you're buying games. Now it's consoles. Flip me. You've obviously got so much cash you don't really need advice. Buy them all! That's what I say. 5. Why not go the whole hog and buy a Macintosh Quadra 850 with a radius board. Then you can launch your own magazine.

SPENDER'S SEBUM

Dear Jaz
Please answer my questions
1. I am getting a Megadrive soon with Sonic 2. What is the best game on it apart from that?
2 Should I get a Master System II converter?
3 What is the best footie game on the Megadrive?
Lindsay Clark, Kingswood, Bucks.
JAZ:1. Street Fighter II. 2. No. 3. FIFA.

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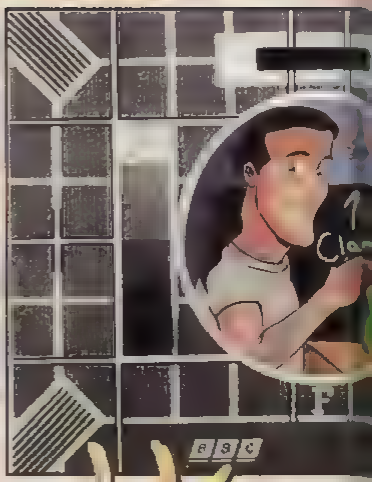
So, as they say in this funny old game: if you don't pop along to Dixons for your sports games, you're likely to be as sick as a parrot.

AT **Dixons**

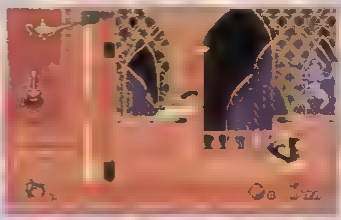
PAULS TIPS

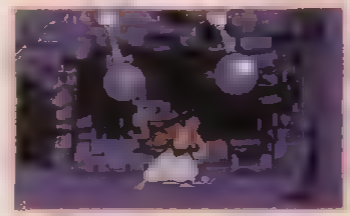
Here I am up to my eyeballs in tips again Still experts say paper is the best form of insulation when stranded in a car, on the top of a hill in the middle of nowhere when it's freezing-cold outside Pity I can't afford a car Nonetheless winter is fast approaching and your letters are becoming more and more appreciated So please keep sending your monumental, accidental, coincidental discoveries to [illegible] KEEP YOU WARM PAUL [illegible] SECTION [illegible] MACHINES SEGA PRIORY COURT [illegible] EDITION [illegible] EON [illegible]



Aladdin

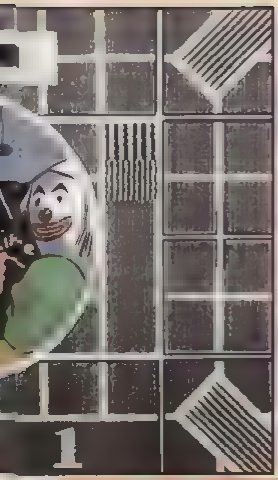
Even without Vince Lambert's level skip this game is easily clocked within a day Yet there's no harm in a more speedy way of demonstrating Aladdin's superb graphics to your mates and Vince is here to tell us how Play the game as normal and hit START to freeze the action Next press A, B, B, A, A, B, B, A and un-pause the game. The current level ends and the next takes its place Not bad Vince



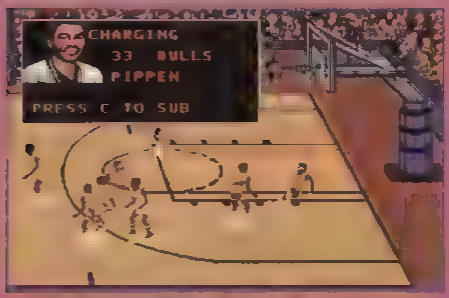


▲ *Balls swinging in the breeze — who could ask for more?*

ANDREW BRETT
Andrew, the reason your tip wasn't printed when you sent it in the last time is because it's too old and therefore useless. Don't send it again!



BULLS VS LAKERS



GUNSTAR HEROES

I thought I'd let you in on this. The winged pods carrying all the extras are good for more than one item – having Red or Blue kick the heck out of them is always rewarded by a choice of three. This is especially useful when low on energy and the harbinger of heart-containers flies into view. Unfortunately this technique is redundant when the lads are in the mine-carts. What a brilliant game Gunstar Heroes is.

Of course when monster cheats like this get out everyone hears of them. Philip Birch, Chris Charalambous, Luke Faith, Steven Holt, Dean King, Mark McCormack, Graeme McMillan, Rob Mynett (Bandit!), Rowan Piper, Omar Qirem, Colin Williams and 'Lost in' D Woods all hurriedly told me the news once they found it out. Well this lot put last month's jokers to shame anyhow!

Disable Normal Attacks in One player Mode

At the Capcom logo press DOWN, Z, UP, X, A, Y, B and C on controller one. Chun Li makes her 'spinning Bird Kick' cry to indicate the cheat is working.

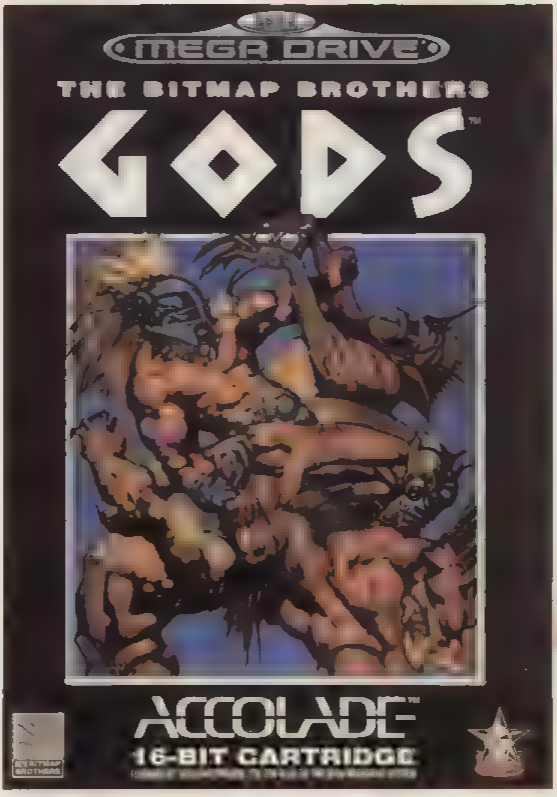
Five Star Special in Championship Edition Mode

During the opening sequence where the screen pans up the side of the building wait for the image to start fading and quickly press DOWN, Z, UP, X, A, Y, B and C on controller one. This time Ken says 'huh' to indicate the cheat is in effect.

Character vs same Character in Group Battle On the screen where it is possible to choose from Eliminator or Match Play press DOWN, Z, UP, X, A, Y, B and C. For the second time Chun Li says 'Spinning Bird Kick', letting the player know the cheat is active.

WORLD OF ILLUSION

RENT GODS



AVAILABLE NOW

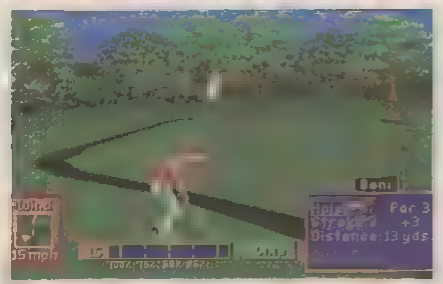
RITZ VIDEO

MORTAL KOMBAT

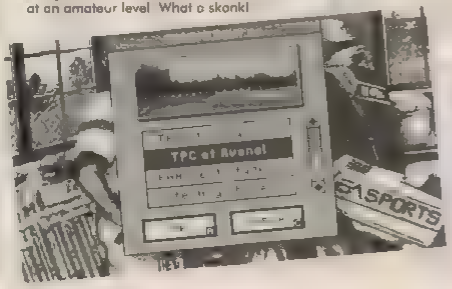
Usually it's impossible for fighters whose totality moves includes the use of the Block button to rendezvous with Reptile. Yet Stephen Wren, Scott Johnson and Darren Cullen know a way round this. For example Scorpion responds to the prompt Finish Him by first throwing his opponent then performing his death move

across the Block button. It's important that the moves is performed mid throw mind, otherwise the technique doesn't work. Wren, Johnson and Cullen also point out that the Reptile met by Scorpion is named Scorpion so. Weird. Champion stuff, and you get the three free EA games!

PGA TOUR GOLF II



Patrick Malcrone had the balls to write in from Redditch with his cunning cheat for PGA Tour Golf II. It enables cakka players, such as myself, to win loads of cash in Tournaments or Skin Challenge games. It's achieved by tricking the game into playing on amateur level throughout. Select Tournament or Skins Game on the first tee. Next return to the Clubhouse and request a practice round playing from the amateur tees. Once at the first tee, restore the last game and from the second hole onwards the play continues at an amateur level. What a skank!



POWERMONGER

Mark Watson addressed his letter to 'Whomever's reading' Tsch — it's flippin' me innit! The section isn't called 'Paul's Tips' for nothing Mark! Anyway Wallsend Watson kindly supplies the passcode for all 195 lands conquered on Powermonger. Apparently it only took him a week to find it!

Mark Watson's Powermonger Code

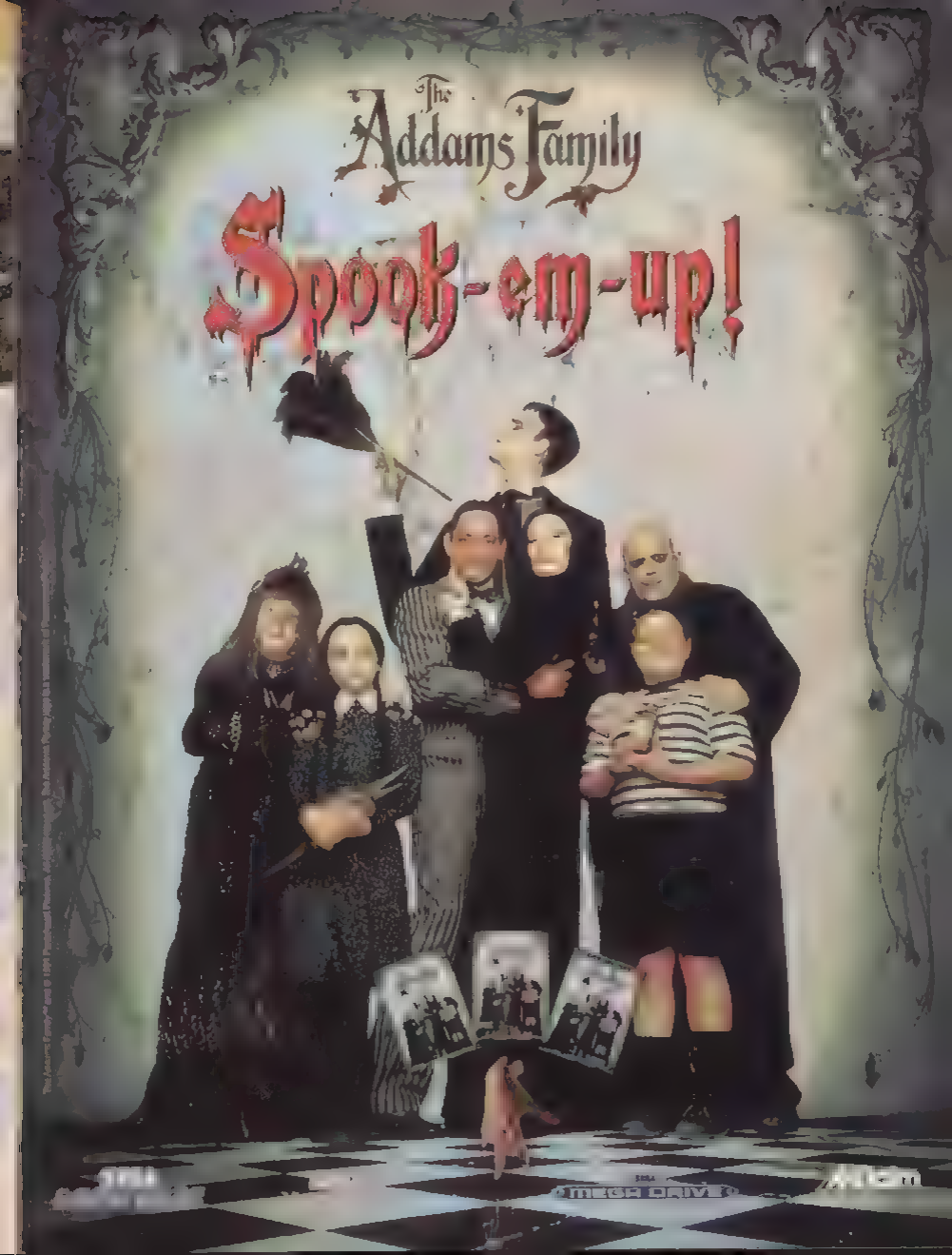
HYNAMBEWG

That was Mark Watson's Powermonger code, everyone

The gods gather for some serious plotting in Powermonger

SUNDER

For the [illegible] hold down [illegible] the next [illegible] Start [illegible] Restart [illegible] this [illegible] toes!


The Addams Family
Spook-em-up!
MEGA DRIVE

MASTER SYSTEM

WIMBLEDON TENNIS II

It could have been worse. It could have been Wimbledon **Football** ... now there's a frightening thought. Thankfully it's not and equally gratifying are Derby boy Matthew Axtell's list of passcodes to reach the final in each country.

Preliminary Final GOCKHDTHBJAKEE
American Final NOKKHOHKBJBREE
Australian Final NHQXJHHAGFCQFB
French Final TKPHLFKFDCJRMH
Wimbledon Final KJHQJ0EEDCJMMH

BLACK BELT

Jonathan Downing scrapes the barrel of his tips repertoire with this mouldy old one for Black Belt. A secret level exists but is only found upon having first completed the game. Once Wang is turned to stone and the hero is walking off with the girl the screen appears telling players that they have found the secret level, etc...At this screen press buttons 1 and II whilst repeatedly rotating the D-pad in a clockwise direction. When the music fades players enter chapter 7!

GAME GEAR

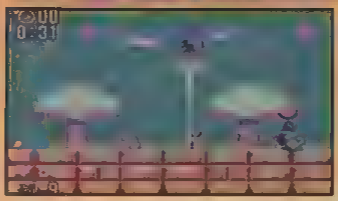
DEFENDERS OF OASIS

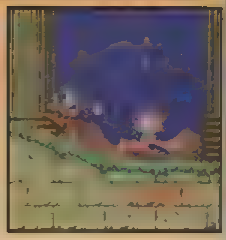
In order to save the Game Gear from extinction within these pages Giles Read and Chuck Frame — great names — begin with this Sound Test cheat for Defenders of Oasis. Access this by pressing buttons 1 + 2, UP and START on the title screen.

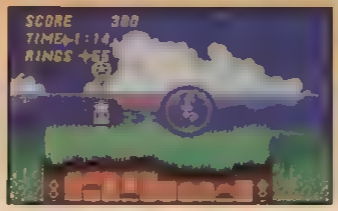
EVIL STAR

The Game Gear is being poorly represented in these pages of late, but it falls upon you, oh readers, to supply the tips. Having worked this out already Chuck Frame and Giles Read are setting the world to rights — in so far as it applies to the Game Gear at least. Their second cheat of the month is for Evil Star and is the best tactic for defeating the first boss. Oh well done! Here it is anyway: Move the ship as close as possible to the boss, use the special weapon and keep shooting. The boss dies in no time. Crikey.

SONIC THE HEDGEHOG 2

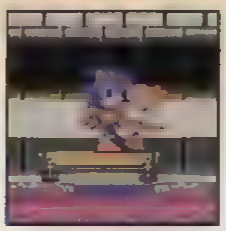






SONIC II

The way Sonic's release schedule for games is going it seems the little blue hero is being handed chances as it is, without the help of Matthew Oxenham's extra lives trick. Nevertheless the possibility for Sonic's collection of an almost limitless supply exists in Act II of the Sky High Zone. At the very first drop have Sonic career off the edge making sure he avoids the cloud. Upon reaching the bottom of his fall he discovers a platform with a spring attached to it. From here he heads left rolls into a ball and claims an extra life from a monitor secreted in a room. Another spring sends Sonic back to the start of the level from which point he is able to repeat the process over and over again. By the way thanks for the map Matthew



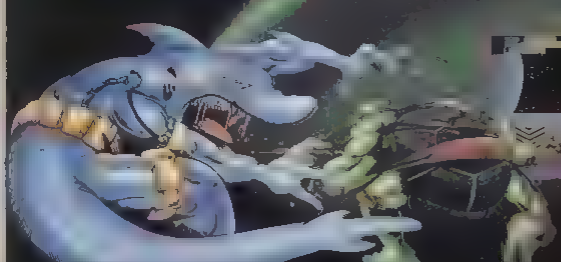
back and coil. They achieve

From Michaelangelo's Fantasy World...

to Donatello's Futuristic City, the Turtles transcend time through to another dimension, in this, the ultimate confrontational fighting game.

TEENAGE MUTANT NINJA TURTLES

TOURNAMENT FIGHTERS



SUPER NINTENDO

KONAMI

Konami (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

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1 PLAYERS

PRICE	TBA
BY	TENGEN
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: POOR
GAME DIFFICULTY: MEDIUM

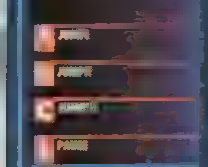
1ST DAY SCORE

68,000

Awesome Possum draws on environmental awareness for inspiration, but basically it's a pile of old platform dross.

HOW TO CONTROL

The D-pad is only used for right/left movement.

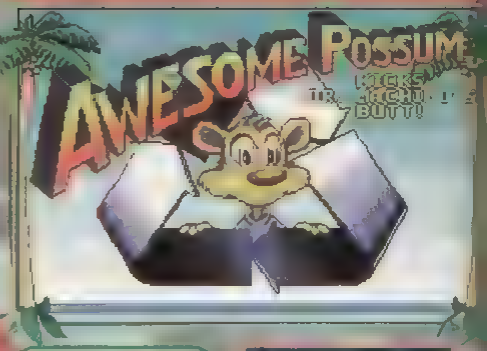


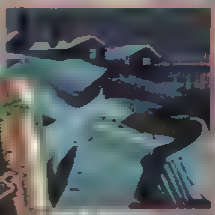
HOW TO PLAY

Reach the end of the level (yawn) and answer ecology based questions.

If you think we're living in an ecological madhouse, just wait until we get into the next century. Instead of being green, it's trendy to be wasteful and destructive. At the heart of this is Dr. Machino, who is using automatons to destroy the environment as quickly as possible in the world's most sensitive zones: rain forests, oceans and the polar regions. His mechanical monstrosities spew pollution and hunt endangered species.

But one tiny creature has evolved to face him off. Awesome Possum is a super-hero version of that furry little marsupial that sleeps in trees all days. He sets on a global mission of mercy, taking on the Machinoids, and cracking meaningful quips as he goes.





Dead and gone mate just like this game should be!

Some endangered species are waiting to lend a hand to Possum's quest. In the rain forest a lonely rhinoceros goes charging, and Possum may jump on his back. There's also a giant mutant bee to fly and the underwater assistance of a manta ray.

SUMMARY

Okay, Awesome Possum is supposed to [illegible] let's talk environmental. Let's talk RECYCLING — because this uses just [illegible] down of time, particularly the [illegible] it rips off Accolade's Bubsy (making even it look good in the process). Let's talk WASTE — like, 16 megs worth of sampled quips. The speech adds absolutely nothing to the game, being unamusing, repetitive and annoying because you think how the memory could have been used to make it better. Finally, let's talk DAMAGE — kicks like a donkey in. The [illegible] is [illegible] and the collision detection shabby. Also the game is mind-numbingly dull. Awesome might be out to kick Machino's butt, but he can kiss mine.

GUS

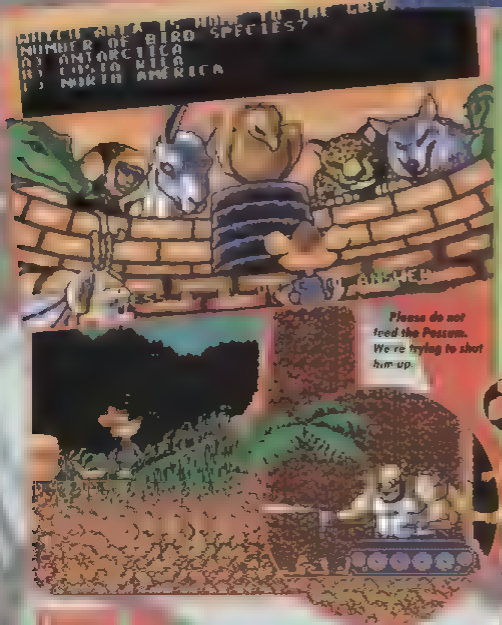
COME AROUND AGAIN

Awesome Possum's gameplay may be summed up in a single word: platform. All the conventions of the genre are included: [illegible] springboards, restart points. Awesome even uses a bottom-bouncing attack. Each level consists of mobile meanies that drain Possum's energy at a touch. However, there is a litter of icons that offer healing power, super jump and super speed.

Between levels there's an educational bit when Possum is quizzed by a group of animals on eco trivia like how many trees could be saved by recycling all the paper in America. You struggle with a choice of no less than three possible answers elicited by the joypad buttons. Getting it right gets a point bonus.

COMMENT

Too little, too late, too bad! Platform games have been utterly swamping the Megadrive market for the last year now and we certainly don't need any more — unless they're really, really, really good. Awesome Possum isn't. Crap graphics, dull gameplay, [illegible] and generally unimpressive, an unexciting [illegible] and [illegible]. The only interesting thing about it is the digitised voice. It's no excuse to buy a game — I'm sure it does have more fun trying to [illegible] down the back of the [illegible] lurst!



Please do not feed the Possum. We're trying to shot him up.

A big deal is made out of Awesome Possum being a talking character. This has been achieved by sampling about 80 phrases as a vocabulary, which Awesome utters as you play. His little gems reflect if things are going badly or you're pulling some great moves. You can reduce the frequency of the speech on the title screen.

Get me a bleedin dentist!

One false move and the tail gets it!

Get OFF me you mutated hedge trimmers you!

Once again to the Video Games Centre in Bournemouth, for this game. Martin is on hand to deal with enquiries on 0202 527314.

PRESENTATION 71

▲ Nice options, fine skill select, and a nice theme.
▼ Otherwise, pretty standard in reality.

GRAPHICS 60

▲ Er, variety between levels and they get slightly better as later levels.
▼ Mostly terrible: cramped sprites, backgrounds, scrolling...

SOUND 79

▲ No less than 80 nik-tickling samples, saturating from Awesome's mouth.
▼ Did I say nik tickling? I lied.

PLAYABILITY 41

▲ The first level is marginally okay to play, because of the speed.
▼ The whole game is annoying, tedious, frustrating, limited and predictable.

LASTABILITY 37

▼ Really none. After a few goes, the Possum will become an extinct species for your Megadrive.h

OVERALL 39

A horrible little platform game. So drab, dull and lacking in inspiration — it must cry itself to sleep at night.

1-4 PLAYERS

PRICE: PRICE: £39.99

BY: ACCOLADE

RELEASE: JANUARY 1994

OPTIONS

CONTROL: JOY PAD
CONTINUES: BATTERY
TOURNAMENT SAVE
SKILL LEVELS: 3
RESPONSIVENESS: ROPEY
GAME DIFFICULTY: HARD

1ST DAY SCORE

0-1

ORIGIN

Pele was the football hero who led Brazil to victory in three World Cup tournaments. He has had a hand in the design of the game.

HOW TO CONTROL

The B-button drives your selected player around the pitch, while the A, B and C keys result in different actions depending on whether you're on offence, defence, and whether the ball is in the air.

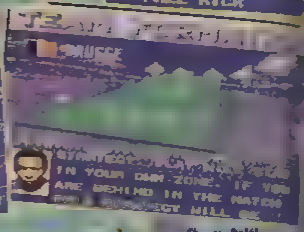
- A: Switch players (sometimes) / Use the power and accuracy
- B: Short pass along the ground / Head the ball
- C: Shoot it, Hayde Hill, Slide tackle / Lob over.
- Pause for action replay, make substitutions.

HOW TO PLAY

Oh good grief. It's football isn't it? You know how to play football don't you?

Edson Arantes do Nascimento was the name on everybody's lips during the 70s when he was the most absolutely spectacular soccer player in the world and that sport's greatest ambassador. Actually that's a lie because the name that was really on everybody's lips was Senor do Nascimento's alias, Pele. After moving from his native Brazil to play for the New York Cosmos this football superstar went on to star in eleven movies, write five books and sponsor numerous soccer camps, communes and councils. And now he's put his name to this football simulation by Accolade.

Pele! Soccer lets you play in friendly matches or tournaments as any of 40 international sides. You can play against a computer opponent or a pal, and of course, the usual rules apply, fouls, corners and even (somewhat unusual this) the off-side rule.



Options, options, get your lovely options.

Cheers, Pele!

PELE

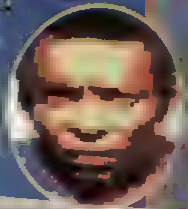
COMMENT

Please someone, tell me. This is a joke, right? No, real life is 'Abbot And Costello Play Football'. Isn't it?

Because if this is a serious attempt at creating a football game, the only words to describe it are unprintable in a family publication like MEAN MACHINES. For starters, the goalkeepers are practically impossible to beat. You get within six feet of the keeper, your striker mysteriously falls over and somehow the ball is in the goalie's hands. Shoot from anywhere and the keeper has saved it. Then there are the bits where the computer teams sneakily take their corners BEFORE THE CORNER OF THE PITCH HAS SCROLLED ONTO THE SCREEN! There are other hilarious oddities I could mention, but I think I've twisted the knife enough. This is absolute dross.

COME ON TEAM!

There are 40 teams for you to play as in Pele! Soccer, but because none of these teams have actually endorsed the game they are generic. For example, the English contenders are Liverpool, Manchester and Norwich, though they're not actually Liverpool FC, Manchester United or City or Norwich FC. That explains why the Liverpool squad is made up of names like Tosheck, Keegan and Barnes — obviously dyslexic, behind-the-times imposters for John Toshack, Kevin Keegan and John Barnes who aren't looking anybody. Each player comes with his own set of statistics to help with those, 'Right, You're in Goal' decisions. Teams come with their own specially designed home and away strips or



Class of 1977, Tony Dickinson of Bank with the Bay City Rollers rep.

This is a shot of Pete at Accolade's American HQ, playtesting the game and adding his own comments. From the start, Accolade intended the use of Pelé to be more than just a name to stick on the box. They wanted to call upon his years of expertise in the development stage. Pelé made several recommendations that led to gameplay alterations, and his playing tips to the player appear on the presentation screens. Sadly it looks as if our Pelé doesn't know as much about video games as he does about football.

COMMENT

GUS Well, um, Paul really lives with me with not a lot to say. I can't pretend that Pelé is a good soccer game – not. That's not to say that a lot of effort and good ideas didn't go into the game; they did. Leagues and tournaments, kit changes, action replays, Pelé's tips: all nice stuff, but maybe a bit superfluous on a cart limited to only 8 megs, and including grainy video sequences is frankly irresponsible with that memory capacity. But let's not beat around the bush, Pelé's problems go a lot deeper. The goalie has magnetic hands, and his feets make scoring more than a tad difficult. Also, controlling the players is often more trouble than it's worth. Now that Megadrive football games have moved into the Superleague with FIFA Soccer, this contender from Scunthorpe is playing to empty terraces.

PRESENTATION 78

▲ Fair selection of options.
▼ These options are very luckily presented. Player controls are all over the place.

GRAPHICS 61

▲ Sometimes. When digitised scenes and players are used.
▼ The way the ball unanimously disappears in most shots is confusing. The programmers' short-cuts on the graphics are very obvious.

SOUND 30

▼ Nauseating Hammond organ music. The cheering, screaming crowd sounds like the spectators at a St Trinian's hockey match.

PLAYABILITY 28

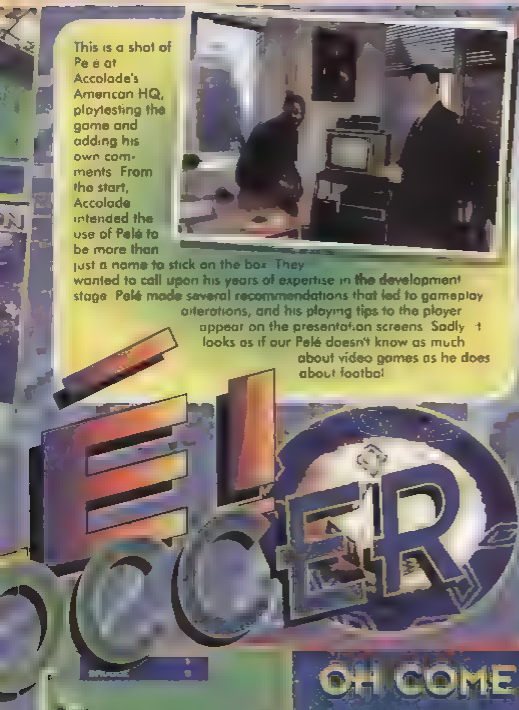
▼ Slow response to controls. Sometimes player passes in unwanted direction. Pelé is a struggle to play.

LASTABILITY 25

▼ Not a chance.

OVERALL 30

A terrible football game which is an affront to the good name of soccer and the good name of Pelé.



OH COME ON REF!

decking the ref, because most of the offences are questionable to say the least. Most of it occurs in the midst of some frantic action during which the ball disappears which suddenly halts when the whistle is blown for some

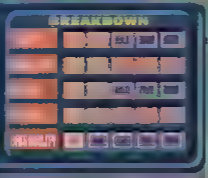
line of 'O's, and there's none of those 'look one way and kick the other' tricks. Mind you, that would only matter if the goalkeeper wasn't a super-athlete.

Activating magnetic ball-attracting wristbands. Exact.

▲ Quite a common result.

The referee is certainly kept on his toes in this game and he blows for a foul at the drop of a hat. On most such occasions even Jimmy Hill could not blame the accused player for

of the thought of one of these surprise fouls resulting in a penalty, but the danger is slim. As your opponent steps up to take the kick, his aim is clearly indicated by a



" KONA

SUNSETRIDERS

It has obviously had a lot of attention paid to every aspect of its production... it's superb.
MEGATECH 87%

Very impressive SEGA PRO 87%

ROCKET KNIGHT ADVENTURES

A top class product with attention to detail second to none. Amazing. MEGA ACTION 94%

RKA is possibly the best game on the Mega Drive ever. GAMESMASTER 92%

SEGA

MEGA DRIVE

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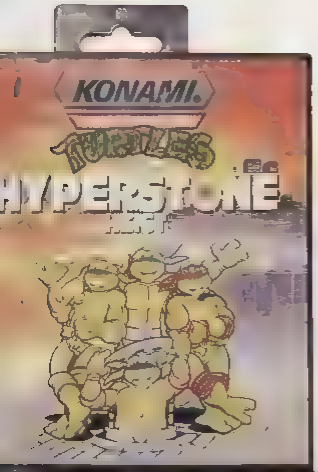
MI KRED!"



TEENAGE MUTANT HERO TURTLES
THE HYPERSTONE HEIST™

Good clean amphibious fun. SEGA PRO 87%

Turtles really is a visually stunning game
MEGA TECH 87%

One of the best plat-formers ever. Megatech 95%

a fast paced platform game that is similar to Sonic, but....better fun.

Mega Drive Advanced Gaming 93%

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1-2 PLAYERS

TBA

BY SEGA

RELEASE JANUARY

OPTIONS

CONTROL: 3- OR 6-BUTTON JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 3
[illegible]
GAME DIFFICULTY: [illegible]
ROOM MODE

1ST DAY SCORE

BEAT THREE OPPONENTS

A brand sparkling new all-original title from Sega.

HOW TO CONTROL

- LIGHT KICK/PUNCH
- [illegible]
- HEAVY KICK/PUNCH
- X LIGHT PUNCH
- [illegible]
- HEAVY PUNCH
- [illegible]

HOW TO PLAY

As one of three dead'ard fighters, scrap your way through the opposition using yer hands, feet or anything else you can get your hands on.

ETERNAL CHAMPIONS

[illegible] in tomorrow's SCUM!

[illegible] for millions of years now, since man first learned to hit his neighbour, I've been here [illegible]

[illegible] more than a couple of days of that.

[illegible] killed at crucial moments in the time stream, o[illegible] other, and then the remaining fighter must face [illegible]

I'm writing. Go on, it'll be dead good.

Noticing your own hologram is just one training mode!

The spooky orb is a whole separate training game.

SHADOW

Once a corporate Ninja assassin, Shadow Yamoto was the best there was in the Black Orchid organisation. Her speciality was ending lengthy drawn-out corporate takeovers with a swift killing. This was fine with her until someone pointed out that if a job wasn't completed to the customer's satisfaction, she too would be offed. After this, she refused to kill anyone ever again. Sadly, large Ninja organisations don't take too kindly to this sort of behaviour and put her out of a 101st storey window. Lovely.

SHADOW MODE: Pressing X, Y and Z simultaneously causes Shadow to melt into her namesake. Moving as a living shadow, Yamoto is invincible for a full five seconds.

TWIRLING FAN ATTACK: This begins with one to three deadly kick rolls (depending on the strength of the attack), and ends with a lasting blow from her razor-sharp Ninja fan. However, if this move is blocked, Shadow is completely defenceless.

STRATEGY Shadow is one of the fastest characters in the game. Her leaping attacks are useful to open an opponent up to a Twirling Fan Attack — if you're fast enough.

TRIDENT

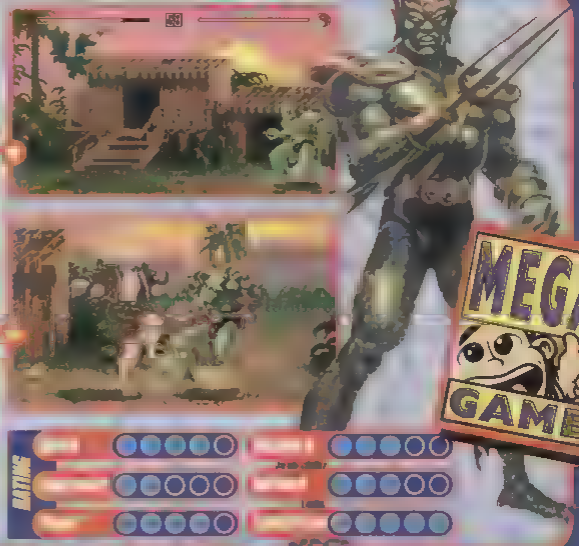
Trident s a genetically engineered gladiator from Atlantis who gained his name from the pronged weapon used to replace a hand he lost in battle Wh ist the warlike Italians were off killing people, the Atlanteans were using their advanced scientific knowledge. One day it was decided the continent just wasn't big enough for the both of them, and a contest was announced The loser s race would be condemned to live under the sea forever Trident represented Atlantis, and was completely slaughtered when the Romans rigged the fight The Atlanteans can currently be found under the ocean

Trident has a number of moves which slow his opponent down or protect him By combining all of these he

[illegible]

[illegible] MODE: Avoid these pesky enemies magic by turning yourself into a human wheel Cowabunga!

STRATEGY: If an opponent launches at you with a leap ng attack, counter with the Slow Field, then follow up a heavy attack This should knock them far enough back to get a quick plasma bolt a



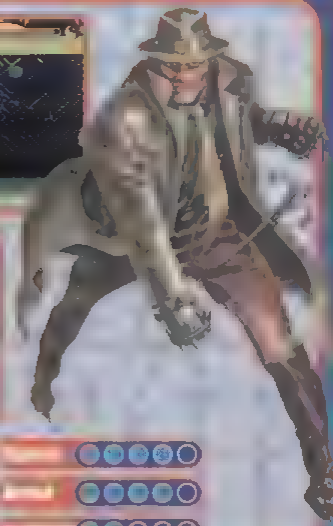
RATING

RATING

COMMENT

LARCEN TYLER

Being a Roaring Twenties kind of guy, Larcen had few career options open to him other than Gumshoe or Gangster. He chose the latter and became an expert cat burglar. However, Larcen refused to kill anyone. One time, he accepted a job from crime boss Tagliatini, which entailed placing a box, supposedly false evidence, in another crime boss' apartment. When Larcen got into the address he realised he's been set up. It dawned him the package he was holding was probably a bomb, and he was proved right when it exploded, killing him.



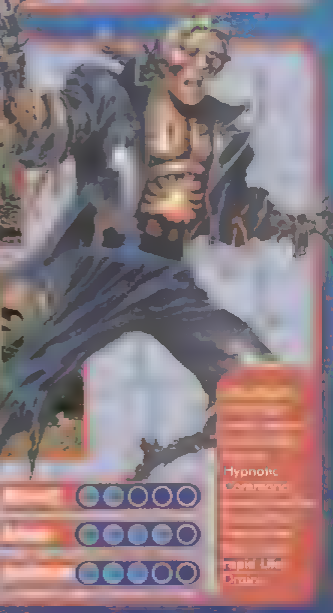
DROP: Using his hand and foot dumbbell (ahem), Larcen crawls across the top of the screen, ready to drop down on his foe. At this moment he is completely vulnerable to enemy attacks here.

SWING HAMMER FISTS: Also known as the Hammering Fists of Fury, this attack strikes and continues apparently, as well as inflicting severe damage it unblocks.

STRATEGY: Larcen's best tactic is to use his Ceiling Drop special attack which is good for hooring opponents. His Grapple Swing move is best after this, as it strikes at long distance whilst leaping Larcen out of range.

MIDKNIGHT

A brilliant bio-chemical scientist Mitchell Middleton Knight was on loan to the CIA from Interpol, working on a new bio-chemical virus weapon which would eventually end the Vietnam war. Sadly, he succumbed to a vicious attack of the scruples and backed out of the project at the last minute, not wanting to kill loads of people. Fleeing to London, Midknight was cornered by CIA and Interpol agents and in the ensuing struggle fell into a vat of his own chemicals - mysteriously transforming him into a vampire-like creature. Midknight eventually died after refusing to renew his life-force by drinking human blood. What a guy.



DRAIN: Obviously having had sex

Hypnotic Command

Rapid Life Drain

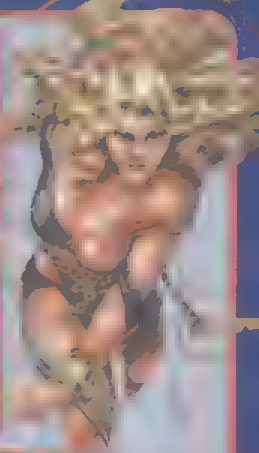
BLADE

A bounty hunter with a bad temper Blade was mortified and frustrated when he was refused entry into the A-Team. Vowing revenge on Hannibal Smith and his gang, Jonathan Blade set himself up as a lone figure of justice, although he was known to work closely with the police. On one undercover case, Blade was dispatched to deal with a rogue scientist who'd developed a virus capable of killing all mankind! Sadly, thanks to police interference, Blade's bust went sour and the vial containing the plague was broken! Aaeee!

STRATEGY: Blade is another character who functions most efficiently at a distance. Use Tracking Blades to weaken an opponent, then hit them with a Power Drain whilst they're stunned. Watch out for aerial attacks, though.

JETTA MAXX

A rebellious circus performer and cousin to Czar Nicholas II, Jetta was an astounding gymnast and martial artist. Her circus troop was unfortunate enough to visit China during the Boxer rebellion and ever compassionate, Jetta pledged to aid the cause of the heroic underlings by infiltrating the Righteous Harmony Fists group. Unfortunately, she was wasting her time, as she was assassinated whilst giving a command performance for the Emperor of China.



STRATEGY: In phased mode, no-one can match Jetta for speed. If you think you can handle the turbo movement, your best bet is to use flying kicks or throws and then retreat to avoid retribution. You can attack three or four times before slowing down again.

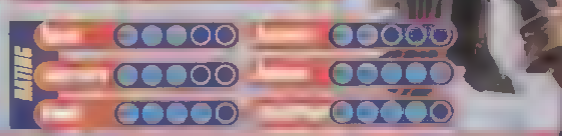
RAX

An ex-kickboxer, RAX's career was cut short by the advent of Cyber Fighting. Having never achieved the coveted World Title, RAX immediately sought out the nearest surgeon and had most of his body replaced with robot parts. He rapidly rose through the rankings until a shot at the title loomed. Sadly, the promoter of the fight saw a big loss in cash in the making, and so traded RAX's life by plating an electronic virus in RAX's brain. All of the poor chap's vital systems were shut down just seconds before he could deliver the winning blow to the reigning champion.

STRATEGY: Use RAX's long range attack, the Lock On.Missile, to weaken the enemy from a safe distance, and then use an Overload attack once they're set up. He's slow moving, so try to keep your distance.

XAVIER

More a victim of circumstance and bad judgment than a real hero, Xavier was done in by his career moves. After nailing red-hot shoes to the mayor's prize horse and subsequently losing his smithing job, Xavier turned his hand to the noble art of alchemy. Whilst not discovering the legendary lead-gold, gold-lead formula, Xavier did discover a way to create limitless, clean-running energy. Sadly, living in Salem, 1692 Xavier's kinsfolk thought he was a warlock and burnt him at the stake. There's always one, eh readers?



STRATEGY: The Identity Change move is only useful against human opponents, who are much more easily flummoxed. Instead, wait for you opponent to attack and swiftly use the Dragon Trap to give yourself a good position.

SLASH

As guitarist in popular rock band Guns 'n' Roses, combat opportunities were a constant part of Slash's... oh sorry, wrong Neanderthal. As an exceptionally intelligent homo habilus, Slash's strategical thinking made him the best fighter of his generation, and also the inventor of the fax machine. The elders of his tribe resented his brainbox attitude, and ability to have early draughts of his new "wheel" invention over to New York within ten minutes. Spurning his ideas on agriculture, which would have freed the community from their dull hunter-gatherer existence, the elders plotted against Slash, and proclaimed him to be an evil spirit at the next tribal gathering. Slash's community then stoned him to death. Moron.

Fatality 1: Slash decides, as you may think, a particularly impressive sort-show routine for sensitive social gatherings, but a number nasty uppercut swipes with a chunk of wood.

Fatality 2: Using his club to vault onto his opponent's head, Slash's great weight becomes his deadliest weapon, crushing the backbone of his enemy.

STRATEGY: Slash is very slow moving, but incredibly powerful. Keep blocking until you see an opening and use it to drive home. Always follow up your attacks until your foe recovers.

COMMENT

PRESENTATION 93

▲ None of games like you would not believe. Training, speeds, replays, you flipping name it...

GRAPHICS 90

▲ Large, clear and detailed sprites, each one highly individual. ▼ Animation is a bit on the stiff side.

SOUND 82

▲ Good quality tunes and effects. ▼ Backing vocals a bit grunt and not that.

PLAYABILITY 97

▲ Almost limitless potential. Tons of special moves, great combo potential and super-fast moving gameplay. The controls are very fluid and responsive.

LASTABILITY 98

▲ Super, super very hard indeed. Plus the two-player mode should see the game lasting until the end of time. Nearly.

OVERALL 97

At least as good as Streetfighter 2, both these games should reside comfortably next to one another on your games shelf.

1 PLAYERS

8

TIME

JOY

1ST PAY SCOR
Beat the Swordmaster

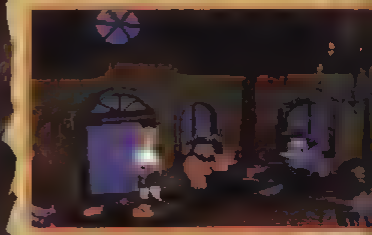
ORIGIN
Monkey Island was pre-
programmed by Lucasfilm
for the PC, Mac and Amiga,
invented 'point and click'
adventures.

HOW TO CONTROL
The D-pad is used to move
the onscreen cursor that con-
trols all functions of move-
ment, object, conversation
and action.

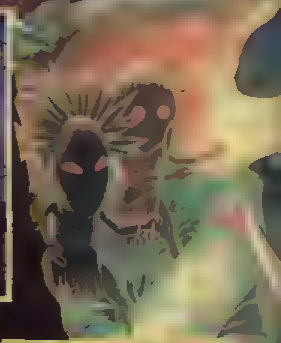
HOW TO PLAY
Monkey Island is an adventure
into various parts. You play
the mysterious scurvy, by meeting
people and solving puzzles.

Listen hear closely, young buccaneers of the Caribbean, to the tale of Master Guybrush Threepwood. It may not be for me to tell 'ee of the Legend of Monkey Island, for it's fair to say that it's the first story that mothers tell their little ones, and if ever a story comes out of a campfire circle, it's Monkey Island on the yarn teller's lips.

Now, young Guybrush is a lesson to all those [illegible] and [illegible] and [illegible] but they can't, because of their name, or manners or other such matter. Young Guybrush wanted to be feared, though his name only brought scorn; he wanted to be a scurvy knave, though he still excused himself from the table. But by taking on the ghost pirate Lechuck, and solving the secret of the Monkey Island, he finally became what he most dearly desired to be; a pirate, har har!

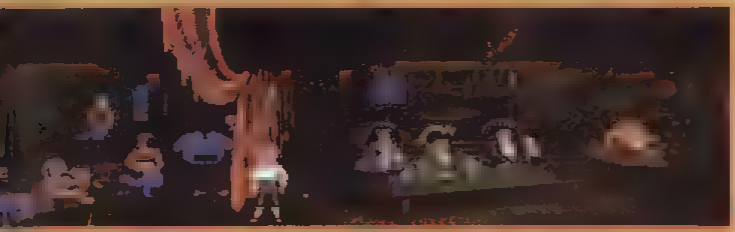


MONKEY ISLAND



PETIT POINT

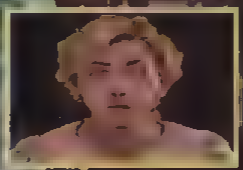
You view Guybrush on screen, and control his actions via a cursor and one of the joypad buttons. Moving the cursor on the action window and clicking gets Guybrush to move to that part of the screen. If the cursor crosses an interactive object its name appears at the bottom of the action window. Below that window is a list of commands and a space for an object inventory. Clicking on these makes Guybrush do things, or use objects in his possession.



THE THREE QUESTS

The Scumm Bar is is your first port of call, with the regular old sea-dogs on hand to give you clues on how to proceed The real information is supplied by the important-looking pirates, who tell you the three tasks you must perform to finally become a pirate

MEGA GAME



▲ The crew are ruthless, Cap'n.

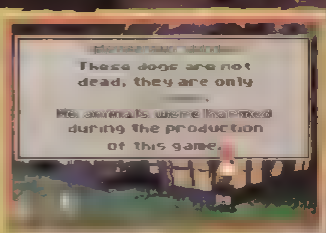
COMMENT

GUS

Games programmers are not usually renowned for cracking gags but the guys who put together Monkey Island must be a riot. This is sure to be the funniest console game you've ever played. You'll snigger at the sight gags, grin at some of the characters — even the puzzles are amusing to solve. Monkey Island is simply a classic amongst adventures, and it's a shame Mega-CD owners have had to wait so long. Brilliant graphics, a vast amount of gameplay and all done classily. I've only two gripes — the disc access can sometimes be achingly slow (especially during sword fights), and there's no speech. Even the music is intermittent, so silence reigns for a considerable amount of the time.However, this is one of a growing band of games that makes buying a Mega-CD an attractive proposition. God's speed to an official release!

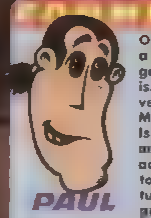
TO WIT

An important aspect of Monkey Island is the humour. Don't expect a pirate adventure in the mode of a deadly serious 'Treasure Island' tale. The programmers have added loads of jokes, and more than a few surpr ses



THE ISLAND OF MELEE

You start on the Island of Melee, overlooking the main town of the island. This first part involves three drawn out quests, before you even get to set foot in a boat. Without giving away the plot, meet some of the natives.



PAUL

Ooh what a lovely game this is. The PC version of Monkey Island got me me addicted to adventure games after I played it a couple of years back, and no doubt this will do the same for Mega-CD players who have had to endure months of mediocre titles for their machine. Monkey Island is a riot of laughs from start to finish. The graphics and gags are amazingly entertaining and it just gets better and better the further you get into the game, the grand finale being utterly spectacular! I'm surprised that the save game facility is in the form of a password rather than the more convenient trick of saving to battery-backed memory, and it's a shame that the disc access is a bit slow, but I didn't find it too obtrusive and thankfully it's nowhere near as bad as Dynamix's Adventures of Willy Beamish. In fact, this is one of the best games I've played on Mega-CD, and even if you only touch adventure games with 12ft barge poles, I'd recommend you try this.

THE FORK

At this point where the road branches, there's a decidedly dark looking forest. Not recommended for scaredy-cats, or those with no sense of direction.

MEATHOOK

This recluse lives on Hook Island, and his holiday home business was shut down years ago after a nasty accident. He amuses himself with a speaking tattoo he has on his chest.

THE USED VESSEL EMPORIUM

Stan owns the best (the only!) second hand boat yard on Melee Island. His motto: there's one born every minute - and your it.

THE SWORDMASTER

Finding Carla is tricky, and getting to fight her is even harder. She has a rapier sharp wit, and a quick temper. She has an admirer in the town.

CAPT. SMIRK

He's the man to see for training in all dangerous sports. Actually the guy is a rip-off merchant with a serious attitude problem.

NIGHT FLYTE

Sword fighting is a real treat. Instead of cuts, you trade cutting remarks! By engaging the pirates who wander the paths, you learn an armoury of abusive statements, and equally brusque replies. Back in the knife drawer, Ms. Sharp!

▲ You need a touch of the Fanny Craddock's on the ship.
▼ Big Top action, and a dangerous looking woman.

THE CIRCUS

Probably the most useless travelling show of all time: the Fettucini brothers are always looking for suckers to do the dangerous stunts.

THE VOODOO MASTER

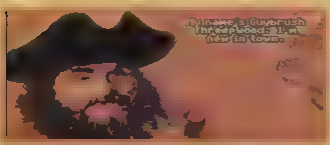
His spooky booth contains all sorts of weird objects, and his manner of appearing is most unnerving!

SHOPKEEPER

Has a more miserable old git ever run a general store than in Melee Credit? Don't even think about being light-fingered. He's got eyes like a hawk.

THE GOVERNOR

Melee's resident jailbird has the worst breath problem in Piratedom, which is really saying something!



Governor Manley is a stinking beauty, and you fall for her at first sight. However, she's the sort of girl that leaves you speechless, which can be a problem.

PRESENTATION 85

▲ There's a passcode system which is utterly essential. Completely professional production.
▼ The Mega-CD comes to life...

GRAPHICS 91

▲ They are variable, but at their best they're fantastic. Great imagination and use of different perspectives. Excellent animation. The game looks a treat.

SOUND 81

▲ The musical soundtrack is eerie and totally atmospheric.
▼ There are long gaps of silence, and the characters don't speak, as in those CD...

PLAYABILITY 91

▲ From the first minute, you're totally absorbed in the mystery, amused and entertained by the fabulous plot and complex puzzles. Progress is very satisfying...

LASTABILITY 86

There is a lot of ground to cover. Monkey Island is going to take a while to crack.
▼ Once it's solved, there's no point in going back.

OVERALL 90

Prime adventure — and now on CD! Monkey Island is great entertainment, and one of the best Mega-CD games available.

1-2 PLAYERS

PRICE TBA

BY DATA EAST

RELEASE IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: Good
GAME DIFFICULTY: HARD

1ST DAY SCORE

15,000

A completely novel twist on a platform theme, using a humorous Breakout-screen effect.

HOW TO CONTROL

The D-pad movements are simply right and left, across the platform levels.

Up Duckdive

Jump

Use Bomb

Pause

HOW TO PLAY

Reach the objective on each level before your opponent.

DASHIN' DESPERADOES

[illegible] complete get the blues and Jenny's had her fair share of late. She's one little Texas Rose, who wins the hearts of rustlers all over the State, but when she came into the town of Will and Rick, jealousy took over, and the two partners fell out over her. While they spent all their time trying to outdo each other in their affections, Jenny felt she needed a break, and decided on a round-the-world trip.

But the lovestruck cowboys weren't beaten that easily — they've taken tickets too, and moments of high drama follow in each of the six stopovers on the global tour. It's quite lucky they turned up, in fact, as Jen is constantly sending them on errands, like getting her lunch, or asking for help when she gets kidnapped by a large gorilla. But wouldn't it be more constructive if these guys were working together?

▲ Jen makes her invitation...

DASH IT ALL

Before each round begins, Jenny makes her demand. At the start of each 'world' she sets you to reach him. In the first round, he's located at the far right of the landscape. First one to reach her wins. In other rounds you may be asked to bring an object back from the furthest point in the landscape. Some of the rounds are not just dashes. You frequently have to collect a certain number of objects, either ten jewels or pearls, by jumping on the creatures that emerge from the ground. At other times you may tackle a larger native enemy copy

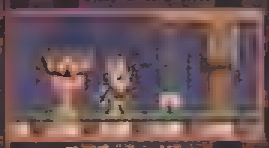
DO THE SPLITS

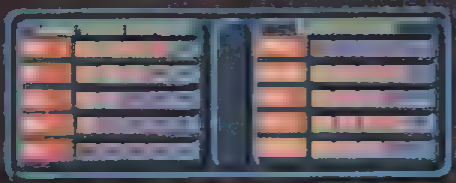
Like that other speedy Megadrive romp, Wiz 'n' Liz, both players have their own screen. Even in one-player mode both screens are used, the bottom belonging to the computer. Between the two screens is a bar with two faces, which move slowly to the right. This shows who's nearest the end of the level, and spurs you on to a nail-biting finish.

STIRRUP A HORNET'S NEST

The dashes are not always totally fair, due to some mysterious objects. At some points a cowboy boot appears. Picking this up gives a burst of super speed, and a brief advantage over your opponent. The potion offers an instant replenishment of your spin power. However, the most intriguing is the hornet's nest. Collect this and a troublesome gnat appears beside your opponent. Should he falter, the insect delivers it's sting, which knocks him out for valuable seconds.

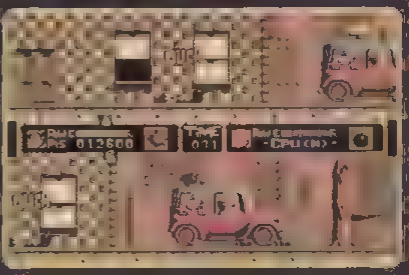
MEGAGAME! - NO





MISS WORLD

Here's an itinery of the locations of Desperadoes' levels:



CITY

Many brave attempt a maze of buildings. There are [illegible] occupied by people poising their hands out whenever you [illegible] doors, and someone else out on a [illegible] finale.

WILD WEST

This outback frontier is the home of some dodgy [illegible] horses, [illegible] and [illegible] cowboys. Jeremy is [illegible] in some [illegible] and [illegible] this level's played [illegible]

BEACH

On the [illegible] and even a bit of pearl diving is called for.

COMPUT

GUS

Dashin' Desperadoes is a very strange fish. The closest thing it resembles is Wiz 'n' Liz, another game based on not very much apart from spurts of speed. The wafer thin plot, and even thinner gameplay aren't the sort of thing to glue you to the Megadrive for any length of time, but it's undeniably fun. Dashin' Desperadoes is indisputably a two-player experience, since the computer opponent is rather too demanding, and all the fun comes out of bombing your hapless friends. There can be some close finishes once you've memorised the courses. However, paying upwards of £40 for this slight novelty game is not a prospect I'd entertain. I'd advise you to have a look yourself first.

JUNGLE

[illegible] of three and [illegible] Tumbleweed and [illegible] fish, but the station inhabitants are the biggest problems prone to stealing Jonny away.

SOUTH POLE

In the icy wastes, it's easy to become a frozen block by falling into the various pools. There's unbelievably [illegible] ice, and some cleverly hidden trampolines.

TEMPLE

These ruins are the most treacherous zone. Lava pools [illegible] locking rooms.

ONE AGAINST THE WORLD

The two-player modes act as different games. With a human opponent, players select two of the six worlds to play on. They act out three stages in each world, with the winner getting two out of three. Players can continue their battle until all of the six worlds have been carved up. In one-player mode each desperado has to battle through the worlds progressively, winning each zone in turn.

COMMENT

STEVE

Blimey, is the female lead in Dashin' Desperadoes fickle or what?! First she wants water, then she wants jewels — some people are never happy. Still, the quest for her assorted prezzies and the battle for her affections proves fun enough, but not in the long term. Initially, enjoyment is gained as you stun your opponent as you fight through the strange new landscapes. However, as you grow more familiar with the six zones, so the appeal starts to wane. There's very little variety in the game, and bypassing some of the hazards is very hit 'n' miss whereas opportunities for real skill would have given the game a much-needed lift. Fun, but not forty quids' worth.

THANKS DUE

Mean Machines obtained its copy of Dashin' Desperadoes from Video Games Centre in Bournemouth. Direct enquiries to Martin on 0202 527314.

PRESENTATION 78

▲ Two different player modes, nice cartoon sequences, and the password system.
▼ No options to make the game easier or harder.

GRAPHICS 85

▲ The player sprites are small, and the double-scrolling window works well.
▼ Some of the sprites are a little sticky. Everything is very flat and two-dimensional.

SOUND 80

▲ Each zone has happy tunes for each of the stages. Some of these are quite neat.
▼ The sounds from Jonny aren't as if he's coughing — still, [illegible]

PLAYABILITY 81

▲ The action is initially fast and furious. Along with simple controls it's great fun.
▼ Single mode gets frustrating very quickly and the simple gameplay soon bores.

LASTABILITY 71

▲ For two players, there's a good few weeks of play trying to beat each other.
▼ There's not enough in Dashin' Desperadoes to offer long term value.

OVERALL 75

A funny little game, with some original touches, which works best in two-player mode. Looks presentable but not [illegible]

YOU CAN'T PLAY YOUR SEGA WITHOUT IT!

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BOXING LEGENDS

1-2 PLAYERS

PRICE	TBA
BY	ELECTRO BRAIN
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 6
RESPONSIVENESS: POOR
GAME DIFFICULTY: HARD

1ST DAY SCORE:
KO 1ST OPPONENT

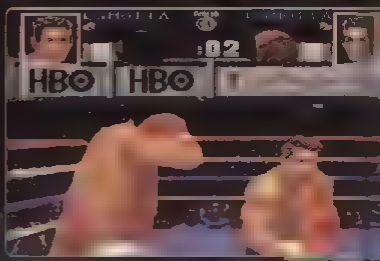
Electrobrain took the Boxing from The Plasmatics online, and turned it round the opposite [illegible]

HOW TO PLAY

Use the seven punches to wear down your opponent over twelve rounds of non-stop boxing action.

The course of the career of a modern boxer is more demanding than ever. In the simple glory days, contenders just stepped into a ring marked with [illegible] and sawdust. Now there's physiotherapy, a barrage of coaching, drugs and the perils of four star hotel accommodation. And that's just before the fight.

After scaling a famous victory, most boxers [illegible] the prospect of chat shows, Dame [illegible] and being interviewed by Chris Evans [illegible] Big Breakfast. For some it's too much and [illegible] start [illegible] brown riding boots and tweed [illegible] the true legends of the ring are [illegible] back for another [illegible] image.



▲ What's that? I can't hear you! I have a glove in [illegible]

BARRAGE OF BLOWS

There are [illegible] different punches to [illegible] more variety [illegible] wonder [illegible] however, the [illegible] simple nature: [illegible], body blows and uppercuts. [illegible] are three punch positions [illegible] left hand side, upper middle and [illegible] same on the right. [illegible] punches are performed by pressing both A and C [illegible] players may also dodge [illegible], or grab the other boxer in [illegible], which the ref soon separates.

▲ We keep the technology to rebuild him...

▲ [illegible]

GUS

Apart from the good intention seen in the perspective, there's little else to recommend this awful boxing game. These eight great boxers seem to be blighted with a limbless loss of control in the way their uncoordinated fists fly about. The 3-D approach might have worked well if the players were better animated, but they move jerkily, and movement is restricted to panning right and left across the ring. Also, seven punches might seem a lot, but it's just the same two moves at different body heights, and the way you can swing punch after punch looks wholly unrealistic. The crowning in-glory is the complete lack of playability. It's just impossible to get the players to do what you want. Plunge for Greatest Heavyweights or Muhammad Ali above this.

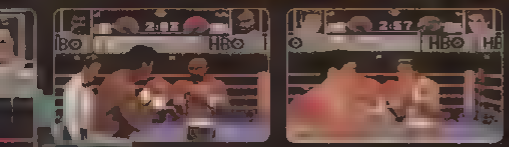
TRA[illegible] THOUGHT

In [illegible]n or career mode, you [illegible] boxer and build [illegible] [illegible]ttle. First select a [illegible]ght or Olympic [illegible] [illegible] profiles have dif[illegible]s in punch [illegible] Once you've [illegible]ersona, you have an [illegible] distribute in these [illegible] Then there's further [illegible] to be allotted to [illegible] of [illegible]es, with a [illegible] devastating punch in [illegible]

TABLE FOR EIGHT

Eight boxing greats await you in the Legend mode. When your career has taken all you've got a password to [illegible]

OF THE RING



THE FAR SIDE

...xing is viewed from a 3-D perspective, from behind one of the ... It's up to you whether you want to fight from the dominant ... player in the ring or to switch perspective, using ... buttons to play the other side on alternate rounds. Remember, the controls are reversed!

PULLING PUNC

During a fight, the ... of the fighters is shown ... glove. This grad... the fighters t... rests, it bec... However, ... takes, the ... takes. Phy... as gradual ... face of your ... damage and you're ... for a KO. You have a chance of ... recover.

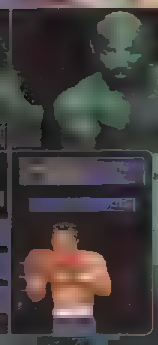
COMMENT

PAUL

This looks pretty spectacular when you first see it, what with all those big sprites whacking each other around, but in the midst of my first game I found that, though it looked like I was smashing Rocky Graziano's teeth out, and though it sounded like I was knocking his teeth out, he was actually losing no energy at all and I was the one losing energy for throwing all those punches! Whether or not you inflict any damage on your foe seems completely arbitrary so winning a bout is more down to luck than judgement. The packaging claims that this is the greatest boxing game ever, but the truth is that if you want classic boxers to beat up you'd be better off with Sega's Greatest Heavyweights which has a whole lot more real boxing feel and atmosphere than this lightweight title.

THANKS TO

We'd like to extend our gratitude to Martin at the Video Games Centre in Bournemouth who's a prize fighter when it comes to applying ...



PRESENTATION 85

▲ Three different play modes, with a special password section to get you to the Ring Legends. Full key configuration options.

GRAPHICS 63

▲ Interesting 3-D ring perspective adopted.
▼ Graphics are poorly animated, boxers look weird, and lack any variety at all.

SOUND 59

▲ Some good boxing crowds, including boos, chanting fans and ref speech.
▼ Poor music and not enough comic variety within the game.

PLAYABILITY 45

▲ Overcoming the odd gripe it does it ... with a fun-to-learn control method and ever-rewarding gameplay make it a ... off from the first session.

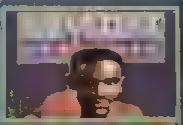
LASTABILITY 31

... challenge ... ground to the right ... opponent fighters ... not an impossible ...
▼ Legends is too dull to attract even two players long after they've bought it.

OVERALL 40

A major disappointment considering the promise it showed. Boxing Legends of the Ring is at the bottom of potential pugilist purchases.

GREATEST HEAVYWEIGHTS



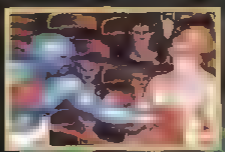
1-2 PLAYERS

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS: N/A
RESPONSIVENESS: GOOD

HOW TO PLAY

Punch your opponent senseless until you knock him out or win on points.

Once upon a time, there were only two boxing games for the Megadrive. Sad, lonely and unloved by everybody except a few close friends who, upon realising that their wares were too short for them, James "Buster" Douglas Boxing and Evander Holyfield's "Real Deal" Boxing were the right pair of no-hopers. All the more two-dimensional games that responded more like robots in slow-motion than fighters, and gameplay as basic as that favourite old playground game, Punch the Spotty Kid in the Face and Run. Then in the Geordie town of Sunderland took place a challenged all the programmers using Muhammad Ali Heavyweight Boxing. They had already made lots of Megadrive buddies by producing the John Madden [illegible] Hockey [illegible]



3D perspective, an incredible revolving ring, excellent animation and a feel "[illegible] in the ring" [illegible] They [illegible] much rejoicing. Wizard [illegible] decided [illegible] to make [illegible] game. [illegible] programming [illegible] contenders, Evander Holyfield's Real Deal Boxing, and transformed it [illegible] 16-Meg cart. "[illegible] in a little glen [illegible] Boxing," cackled, sitting back smugly in his magic throne.

PUNCHING POWER

[illegible]

BLOCK

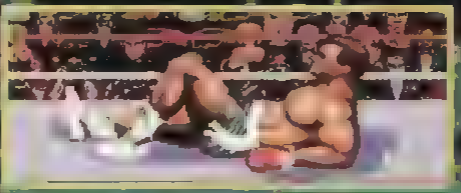
[illegible]

DON'T DUCK!

[illegible]

[illegible] taking him over, leaving him open to the [illegible] further punch...

▲ To think that Giggsy hasn't any testosterone!



A long-arm punch to the head, this is used to gauge the punching distance between the two fighters. The least powerful of

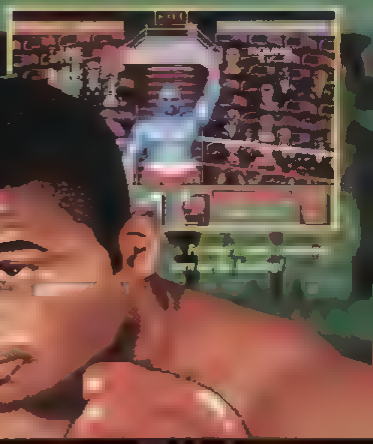
COMMENT

MARK This looks like an attempt by Sega to emulate the success of EA's famous series of sports simulations like the Madden and EA Hockey series. Unfortunately, they haven't chosen a very good basic game engine to update with Evander Holyfield's Real Deal Boxing. The extra Megs they've pumped into the cart have been used to speed the gameplay up to more acceptable levels, beef up the sound and add some really neat samples, as well as adding seven great heavyweight champions to the roster of boxers on offer. But this still doesn't come close to the real 'right there in the ring' feel of the greatest — Muhammad Ali Heavyweight Boxing. The graphics are crisp and the sprites are big, but the animation is still relatively basic, as are the range of fighting moves. It certainly has a lot more options and fighters on offer than, but my money's still on Ali.

▲ I'm sick of this and anyway, it's my ball!

HEAVYWEIGHT CONTENDERS

In addition to the 90 fictional, ready-to-fight heavyweights from Real Deal Boxing, Greatest Heavyweights of the World, past and present, including the current champ, Evander Holyfield himself. The range from [illegible] was [illegible] right back to the 1920s to more modern-day famous fighters like [illegible] Larry Holmes.



COMMENT

LUCY

Greatest Heavyweights is almost a winner — but unfortunately, not quite. I love the fighter customisation mode when you can create the most bizarre fighters — with purple skin and blue hair if you like — and having the best of the best in the sport for the last century is also a neat move (no guesses as to why Mike Tyson wasn't included!) The sound is good, the sprites are big and really clear and the mass of options ensure you won't get bored in a hurry as you decide whether to restart a new career or retire an old crumbly. But the game is let down by the most fundamental element — the gameplay. There are a limited number of moves and the animation is quite poor which gives the game a distinctly wooden feel which leaves you feeling very let down. Not a bad game by any means but Muhammad Ali Heavyweight Boxing is better

CAREER MOVES

Greatest Heavyweights keeps the 'creative' [illegible] from the other Boxing. Design[illegible] selection of heavyweights, skin colo[illegible] bars at the [illegible] of the screen — more [illegible] and stamina [illegible] vice versa. After each fight, won[illegible] his next battle [illegible] win a bout, and you can choose [illegible] types of training, but lose a fight and you can only pick two. Different types of training build up different fighting characteristics. You can save up to two customised fighters on the cart's memory and you can resume their careers whenever you want.

▶ Just some of the options on offer!

UH, THAT HURT!

Real[illegible]'s damage-meter system pops up in [illegible] main energy bar. Punch stats are shown [illegible] of each round, with a percentage [illegible] against punches that [illegible] in the event of the [illegible] ing the distance, the scores of the fi[illegible] are tallied up to give a winner on a [illegible] n.

PRESENTATION

88

▲ Excellent intro sequence, loads of options, choice of fighters to choose from, and a mega-cool one-on-one fighter option. Smart inter-round screens with well-presented punch stats.

GRAPHICS

79

▲ Graphics of the heavyweight champs on offer are rendered quite faithfully.
▼ The animation's stiff, and the game suffers from the two-dimensional boxing game syndrome.

SOUND

80

▲ Some stirring sound effects. Most samples are pretty good, and the heavyweight boxing theme tune is decent, also.

PLAYABILITY

78

▲ Simple control method makes the game easy to play.
▼ Could have done with a Smartphone Mode in Muhammad Ali to offer a wider variety of moves to the non-armed fighter.

LASTABILITY

74

▲ With 40 fighters to pick, and career and tournament options, there's plenty to do.
▼ The limited gameplay gets boring quite quickly.

OVERALL

76

A 16-Meg soup-up of Evander Holyfield Boxing offering faster gameplay and more fighters. But not souped-up enough to make it a real winner.

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MICROCOSM

1 PLAYERS

PRICE TBA

BY PSYGNOSIS

RELEASE JANUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: FINE
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

MIDDLE OF BRAIN

Psygnosis have developed Microcosm for several CD systems such as FM Towns, [illegible] and CD32.

HOW TO CONTROL

Just steer through the arteries and channels of the body using the D-pad and keep shooting!

[illegible]

SHOOT WEAPON

ACTIVATE ENERGY CONDENSATE SMART BOMB

POWER UP

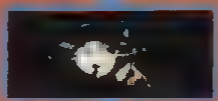
HOW TO PLAY

Guide your miniaturised hero through various parts of the president's body destroying Axiom agents and their microscopic bases.

battle between the two Axiom and Cybertech genetic engineering conglomerations has turned into a dirty fight. Axiom have kidnapped the president of Cybertech and plan to murder him. Using a strain of a disgusting Cybertech scientist they have miniaturised armies of mechanical robots and injected them into the president's bloodstream so that they can kill him secretly, from the inside.

The plot is disguised too less conventional way, for Cybertech to drive their president to a shrinking size of their own men, and inject him into the body to search out and destroy the Axiom [illegible]

FLIPPIN' FMV ACTION!



Switch on and leave the game running and you get to watch a five minute full-motion video intro sequence in which troops in helicopters close in on the Cybertech building and find the renegade Axiom scientist just to late to stop him injecting the president.

The atmosphere is very Blade Runner-esque with muted colour schemes and steaming drains. The characters in the intro are all actors who were filmed with a high quality Super VHS camera. The footage was then digitised and overlaid on scenery which was rendered on Silicon Graphics computers. There are many other FMV sequences within the game, appearing when you enter one of the docking stations or your pod is destroyed. As is usual with Mega-CD FMV, the first time it's impressive but only display a few colours at a time means that everything has a cross-hatched

The president's body arrives on a medi-heli

The gigantic craft swings across the scene.

COMMENT

PAUL

My first impressions were that Microcosm was just another Mega-CD shoot 'em up. However, it turns out to be quite an enjoyable game. The shoot 'em up action isn't special but it's pretty decent and there is a bit of variety from level to level. The graphics have a grainy look, but you get the impression that you're flying through a body. The big flaw with Microcosm, though, is that it's wooooay too short. Though it isn't exactly easy, I found myself watching the end sequence after a grand total of two evenings. For this money I'd expect a much more endurable game.

INTERNAL EXAMINATION

LEVEL TWINS REPORT

BREAKDOWN

The journey through Mr Krosby is split into five sections taking in the cardiac vein, the lungs, the femur, the heart valve and finally the brain. Bit of a long way around, yeah. In different sections of the game you find yourself in a different inner-space craft to wit, these ones.

THE POD

The pod's entrance is greeted by immediate attacks from Axiom ships, as well as the body's own defences. You have to blast your way through these to find their base which is anchored somewhere nearby, inside the president's body. The base is guarded by a large robotic boss, and after you've destroyed that and docked you find all the bad guys have switched to plan B, high-tailing it in a last-ditch attempt to kill Krosby.

THE HUNTER

They've taken a ship which is rigged to explode in some vital part of the prez's anatomy and kill him instantly. The only way to stop them is to remote-pilot a Hunter ship after it and and destroy them before they can complete their plan. You have to keep blasting away at the enemy ship which is zipping along ahead, dodging and weaving and launching missiles. If you can get the damage gauge on the left of the screen to zero you've beaten them and the president is safe for another few minutes.

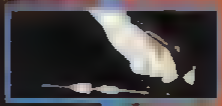
THE EVA SUIT

For his final journey from the heart valve to the brain, our hero decides to leave the safety of his comfy pod and negotiate the narrower passageways clad only in his armoured EVA suit. Luckily it's pretty heavily armed as well as being heavily armoured, which bodes well because it has to endure a three-stage journey through Mr Krosby's neural pathways to confront the Grey M robot at the end of the game.

COMMENT

GUS

Just a glance at the screenshots shows the Mega-CD can't recreate the effect of the FM Towns/Amiga CD graphics. I felt it flying through pink ice-cream for the most part. Shoot 'em up fans will probably glean some enjoyment, but with five levels it may prove to be short-lived



⚠ Too late, as the [illegible] been given.

⚠ Surprise! The [illegible] team arrives.

⚠ The body is slid out in the [illegible] viewing room.

⚠ A couple of Axiom sidekicks get out their weapons.

PRESENTATION 79

⚠ Excellent full-motion video sequences are thrown throughout the game.
▼ No options apart from password entry and

GRAPHICS 90

⚠ The rendered enemy craft and the body interiors are nicely done.
▼ Your own ship doesn't look like part of the ground.

SOUND 85

⚠ Great music and speech.
▼ The sound fx are quite poor, apart from the Doctor Who like samples.

PLAYABILITY 79

⚠ Very simple, but surprisingly addictive.
▼ There's not any real interaction with the backgrounds.

LASTABILITY 56

⚠ Challenging, and you really want to see what the next bit looks like.
▼ It's all over much too quickly.

OVERALL 60

Microcosm would have been a quite good but is ruined with short-lived enjoyment.

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SEGA

RELEASE JANUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

23,000

This is the second Donald Duck adventure for Master System.

HOW TO CONTROL

The d-pad controls Donald in standard platform fashion.

A

Jump

HOW TO PLAY

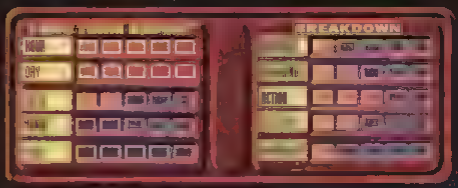
Reach the end of each section of platform level. Eventually one of the magical objects you require to continue becomes available.

Donald's uncle, the cantankerous Scrooge McDuck is driven by a morbid curiosity, and an insatiable greed. Both these qualities led him to the strange desert island, reputed site of the treasured golden pendant. To his delight, the money-grubbing mallard managed to retrieve the mystical artifact. However, a curse was mysteriously invoked, and Scrooge is now at the mercy of the island God's wrath.

His fearless nephew has volunteered to set things to rights, by visiting the island, and replacing the pendant on the neck of a goddess. The diverse climates and terrains of the island prevent the most formidable obstruction to this coming about. Donald seems to be in deep doo-doo.

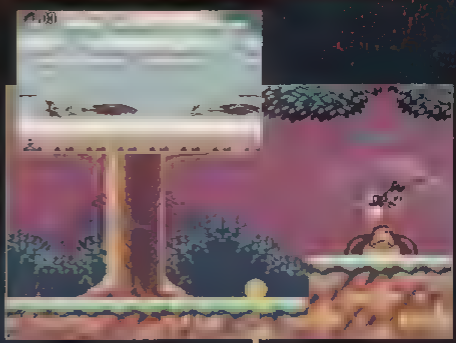
BEST FOOT FORWARD

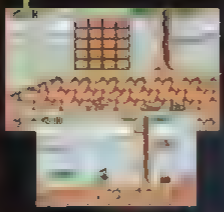
Donald's strong webbed feet prove useful for propelling many of the landscape blocks and chests about. Kicking a stone onto an enemies' head is enough to stun it out of the game. Chests often break when kicked, revealing a small bonus item which [illegible] sliding blocks become rails, or act as keys further along.



CHILLI OUT

A taste for pimentos is something Don must have picked up from his Tex' Mex' friends. However, when the bird eats those hot peppers, he goes into a fevered frenzy. Although he's out of control for a few seconds, he comes off best in any unwelcome encounters.





FANTASY ISLAND

The many areas of the island seem to exhibit remarkable variety for such a small geological locus.

SAVANNA

Jeepers, plenty of creepers. Donald starts in the depth of the interior — a jungle level full of vines, snakes and the threat of monkey business.

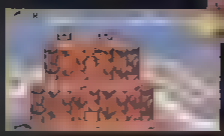
TROUBLE STARRING DONALD DUCK

VOLCANO

Heatwave! Donald investigates the lava caverns, which force him to make some neat hot-footing actions. Vents of hot magma may be used as lifts if the cave dwellers drive him batty.

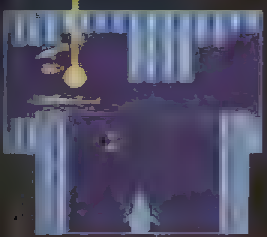
REEFS

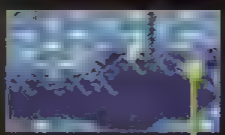
Donald's off-shore salvage digs up this little level, with lots of free floating through the murky depths. There's a sunken treasure ship, full of chests, and a race with a hungry shark!



HILLS

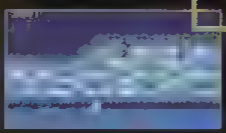
Donald gets the goat in the level set on the very brink. Scoling waterfalls, and drifting with the aid of thermal drafts is the way to rise above the situation.





ICE CAVERNS

The cave walls sparkle with frozen moisture, and the floor is slippier than a skid pan. One feather in those icy pools will freeze Donald's giblets off. The secret is to slide through.



PRESENTATION 72

A handsome attract sequence, and the island map interlude.

▼Nothing in the way of options. Infinite continues.

GRAPHICS 90

Colourful, multi-layered graphics with a wide range of variety. Great Donald sprite.

▼Some enemies are a bit hodgey.

SOUND 83

▲Constant bouncy tunes follow the action all the way along, and the sound FX are of good quality.

PLAYABILITY 90

▲The mixture of levels is more interest than the average ME platformer, and the response is very nice.

▼It's all a bit easy.

LASTABILITY 74

▼With infinite continues, it seems that rolling through the game will be a simple matter.

OVERALL 82

A classy platform outing spoiled by giving it all away on a plate. However, a real treat for youngsters.

COMMENT

PAUL

The Disney games for Master System have always been of a very high standard, and on the face of it this seems just as good. The game has an excellent look, with great graphics and interesting level layouts. Some of the sections are more enjoyable than others, like the coconut-dodging segment at the end of level one. It's just a pity that the game didn't offer more resistance. Sections only begin to toughen up after a fair trek through the game, and even then, endless continues are on hand to let you pass through. Technically, an excellent effort, but still a flawed game for all that.

COMMENT

GUS

The look of Disney games on all the Sega formats seems to be improving constantly. There are distinct graphical improvements in Duck Trouble over Lucky Dime. The range and quality of backdrops is impressive, as is Donald himself. Similarly, the bosses, in idea and execution are well done, especially the shark! Although, Deep Duck Trouble is really one of a ton of platform games for the Master System, the minor varieties in the section give it some edge. This all said, it suffers from being too easy, and too much like Donald Duck I. Despite it all, I seemed to enjoy myself playing it.

WWF

1-4 PLAYERS

PRICE TBA

ACCLAIM

RELEASE TBA

OPTIONS

CONTROL: JOY PAD (3 or 6 button)
CONTINUES: NONE
SKILL LEVELS: 9
RESPONSIVENESS: OKAY
GAME DIFFICULTY: AVERAGE

1 DAY SCORE

WON FIVE TOURNAMENT ROUNDS

ORIGIN

This is Acclaim's first WWF game for Mega-CD. It plays much like the two previous Megadrive versions.

HOW TO CONTROL

The D-pad moves the players in four directions around the ring.

RUN, PUSH INTO RUNS, PUT OUT

RUNS, SOMERSAULT, HOPPING, CLIMBING

KICK, HEADBUTT, HOPPING, CLIMBING

PUNCH

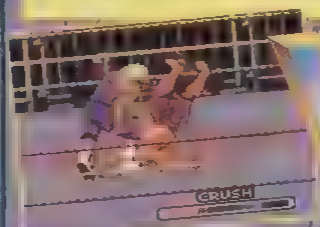
HOW TO PLAY

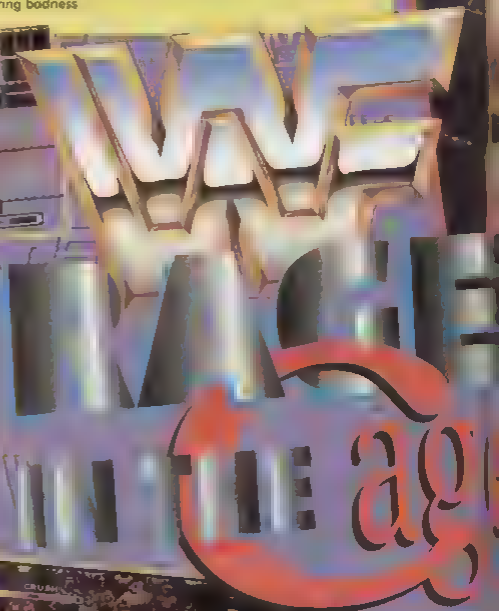
Depending on game option either score one fall, or reduce opponent's energy.

CHANGE WITH YOU!

Haven't you noticed what witty people wrestlers are? Oscar Wilde-type nuggets of wit and genius just seems to trip off their tongues when they don spandex and step into the ring. Of course, the main objective is not to inflict verbal insults, but some serious physical damage.

Acclaim's new WWF game for CD caters for both fops and brutes. There's a Sunshine coach full of the noffest WWF characters, a full technicolour category, and they indulge in as much pre-match banter as in-ring badness.





YES, THERE ARE RULES!

Wrestling may look like panto, but there is a system of rules governing play. The main way of winning is to score a fall. When this happens, your opponent is stretched on the floor, you lie across him, pinning him for a count of three to be declared winner. However, in a no-holds-barred match, the way to win is to simply reduce your foe's energy bar to nothing. There are also some unorthodox ways of losing. If you stay outside the ring post a count of ten, you are disqualified, which also applies if you are caught committing illegal moves. But sometimes leaving the ring is tactical, since the ref has no jurisdiction outside the ropes.

ROYAL RUMBLE

This CD version has an extra feature to add to the WWF [illegible] begins, the ref introduces each fighter and they cannot resist adding a few sampled boasts, threats or grunts of [illegible]

A SCORE OF GOOD MEN

There are 20 characters in WWF Rage in the Cage, which reflects the make-up of the WWF. The Federation is a sort of loose club of invited artistes, who compete for various amounts of time. In this way you'll see some new faces here, who have just joined and some familiar faces like Dibiase and The Undertaker. Each has their own info screen, with impressive digi-pic and even an individual soundtrack.

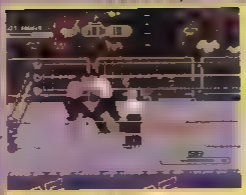
GUS

[illegible] are mostly cosmetic and pre-sentational, like [illegible] Motion Video [illegible] and moves [illegible] mystenical, the quantity and range of [illegible] a good selection [illegible] WWF types, [illegible] and 'straight' wrestlers should please all tastes. The game itself looks and plays much like Royal Rumble — a bad thing — with fast action and some nice [illegible] Ultimately it's a one-player, [illegible] special moves are extremely difficult to perform. I'm puzzled as to why it's harder to play with a 6-button pad. Also, I thought a tag team event using the Sega tap would have been nice. Otherwise, grapple fans should have no complaints.

COMMENT

LUC

looks like
the entire
motion video
makes
tortured
although
moves are
at first,
results
ing. My only
they've
Team
that,
and a



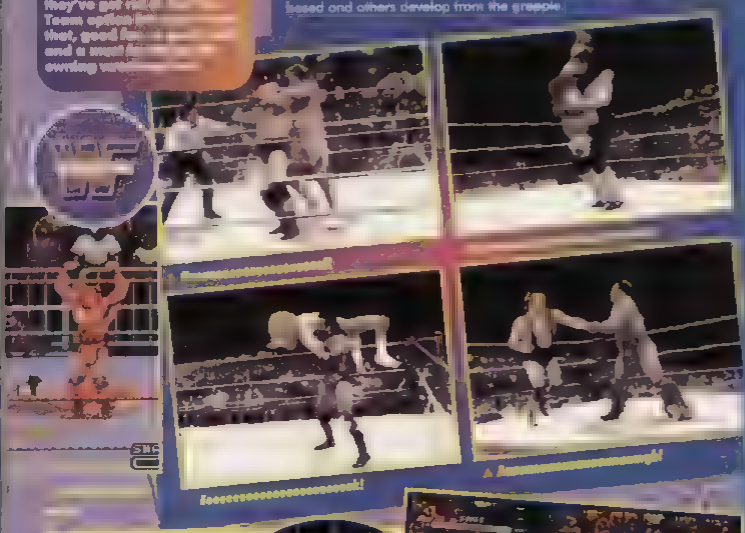
The crucial part of the game is the grapple. All other punches and kicks are just incidental ways of weakening an opponent. When fighters grapple a gauge appears at the top of the screen. Much furious button pressing is needed to dominate the grapple and develop it into a devastating move like a bodyslam or backbreaker. On the mat there's a host of moves to weaken him further.

GRAPPLE WITH THIS

COMPROMISING POSITIONS

Each character has devised their own competition special moves which delivers a bigger effect than any other. These moves can be performed by pressing the A button when on the ropes.

Some are based and others develop from the grapple.



THE CAGE

The raging cage is a special option where the aim is to be first to escape from a massive steel barrier encircling the ring. The only problem is scaling the structure with out someone grabbing your ankles.

In the cage action.

PRESENTATION 90

▲ Full details for lives of each of the twenty wrestlers including HW, and multiple play options.
▼ Unsupply, and really no tag team option.

GRAPHICS 89

▲ Nice big wrestlers, and decently animated. The wrestlers digitised pics are good.
▼ The HUD is pretty grotty, and there's not much graphic variety in-game.

SOUND 80

▲ A soundtrack for each and every fighter. Good sonics throughout. Two added bonus of speech and excellent sound FX.
▼ The crowd noise is pathetic white noise.

PLAYABILITY 86

▲ The simple controls are very responsive and the game has a fast and playable feel.
▼ Getting to grips with the special moves is frustratingly difficult.

LASTABILITY 84

▲ Two players will always find time to have a great laugh on Rage in the Cage.
▼ For one player it might not prove either challenging or interesting in the long term.

OVERALL 87

Certainly Acclaim's best wrestling game yet, if only by a whisker. The one for Mega-CD owners to go for...

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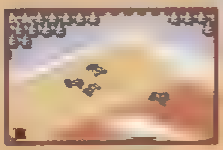
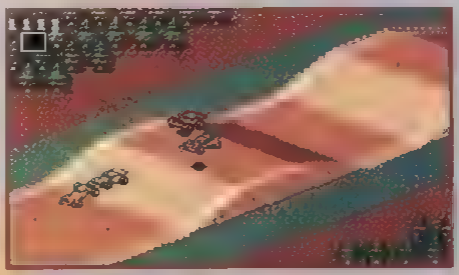
	RELEASE JANUARY

BUGGY RUN

This new Master System racer taps into the rising popularity of off road racing. Traditional racing cars have the endurance value of a pedal police car. Mansell, Hill and Prost must be sick to death of stopping to pick bits of wing and exhaust up off the track. The cars in Buggy Run are made of sterner stuff. They may be fully customised using race winnings, and there's even a battleground to test them out on. less racing and more ramming. Put foot to pedal and indulge in some manoeuvres that definitely won't help you pass your test.



Eyeball...if you want to.



Out of the way you mad truckers!

The floor took on the house mites in a battle of the titchies.

MAKE A MEAL OF IT

Each level is played over a series of different courses, each contributing towards a level trophy (beginner, standard and expert). The courses range from sandy, sea-side escapades, with flat but winding layouts, to snow-capped mountainous affairs, with slippy surfaces and treacherous turnings.

DICK DASTARDLY

There's a couple of cheat items you might want to invest in. Mines are a quick way of knocking out an opponent. Leave these on the tracks to explode any passing buggy. Secondly, Nitros makes you go like a two-bob rocket for a short time.

COMMENT

Battle it says, and battle it is.

BATTLE CARS

Battle Mode is a little built in extra to amuse yourself between races. Set on a simple arena shape, smaller versions of the buggies are placed in the four corners. When the game begins, the object is simply to push the other cars off the arena into the surrounding lava. Simple, brutal and a modicum of fun, though it doesn't get any harder.

CAP'N BIRD'S EYE

There is a two-player option to Buggy Run, which radically alters the perspective. The whole course is viewed on a single, non-scrolling screen, with both player cars in view, though looking much smaller. The sort of tactics required to race this option are different to the full-blooded, full screen single mode, but the set-up screens are the same.

80
+ Lots of player options, including several that utilise both joypads.
+ The main screen lacks decent enough graphics.
+ A poor feature of the game. You never endure suicidal tendencies.
+ Racing head-to-head is good fun, and early play is quite involving.
+ Buggy Run stays as a moderately enjoyable vehicle for a spin.
Okay as a stand alone race product, but there's already an excellent Off Road conversion, and Micro Machines to come.

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ImageFlash

CHUCK ROCK II
SON OF CHUCK

1 PLAYERS

PRICE £44.99

BY CORE DESIGN

RELEASE JANUARY

OPTIONS

CONTROL KEY PAD
Redefinable Keys
SOUND EFFECTS
MUSIC SELECTION
PASSWORD

1ST DAY SCORE
120,000

ORIGIN
Chuck Rock was very popular on the Megadrive. A CD version of the same game is also available.

HOW TO CONTROL
The B-button drives Junior along the ground and the other keys let him jump, whack bad guys or obstacles with his club, and control by climbing on top of his club or by riding on friendly animals.

Jump
Whack with club
Climbing on top of club, or release
Pause the game

HOW TO PLAY
Junior jumps around platforms, avoiding or clubbing monsters and obstacles. He can take him as long as he has milk in his bottle.

After rescuing his beloved Ophelia from the hairy palms of Gary Gritter, that Stone Age Adonis, Chuck Rock, settled down to married life. Chuck discovered his new found rock club-bang skills could be used for inventing, and after creating the first stone automobile (the 'Rockette') he cornered the market for the gran'te urban runaround and made his fortune. Meanwhile the car business of his less skilled rival, Brick Jagger, was falling apart, and [illegible] realised that the best way for him to remain compati[tive] was to kidnap the com[petition]'s wife and begin the story opens, Chuck is chained up somewhere a way to be released f his [illegible] hands over [illegible] Brick Jagger.

But we're forgetting Chuck Junior, the Rock family's most recent addition. Being a chip off the old block Junior sets off armed with his club, on a platform-based rescue mission. The [illegible] laden with dinosaur type dang[illegible]ger, but nothing can stop this kid as long as he's got a degin[illegible] and there's milk in his bottle!

RAUL

This is great stuff! Usually I'm not too keen on Core's platform games — sure, Chuck Rock, Wolfchild and Wonderdog were all playable enough, but they didn't really have anything special about them. Chuck II is a bit different. There's lots of variety in the gameplay, the graphics are really spiffy and the CD music is a cool mix of ambient Ozric Tentacles sounds and jazzy game show numbers. Apart from the music, the comical sampled sound effects and of course that ace cartoon intro, Chuck II doesn't seem to make much use of the Mega-CD hardware (all the sprite rotation is actually done through software and is in the cartridge version of the game), but that doesn't really matter because the game itself is really good fun. The simple puzzles and the wacky jokes are entertaining and novel, and the action is simple enough for younger players to get to grips with easily and the later levels are sufficiently challenging for case-hardened platform fans. If you got a Mega-CD for Christmas, this is definitely one of the games you should have on your shopping list.

BONUS-SAURUS

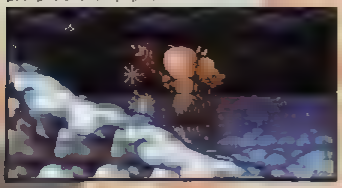
After whacking the bosses, Junior gets a shot at earning a few bonus points and an extra credit by partaking in one of the three bonus games which are played against the clock.

In the first, Junior finds himself under an apple tree with a friendly dog thing. The dog-thing wants to chow down on those apples but can't reach them so Junior needs to club them to the ground. This means getting on Fido's back so he can reach, but Fido keeps moving around so, well it's not so easy and you certainly shouldn't try it at home.

The second game is a rowing boat race in which Junior is pitted against a jet-powered turtle and Fido who is sailing a tub. You have to beat the other competitors by whacking the club button as fast as poss to paddle to the other end of the lake. If you've got an adjustable autofire the race is in the bag.

Thirdly, there's the sculpting competition. Whack a giant boulder in the right places and, lo and behold, you've got a statue of Chuckie-boy's dear old dad striking a heroic pose. Trouble is you've got to get it finished in about 15 seconds! Michelangelo never had this trouble!

Not all the animals are out to get in Chuck Junior's way. Some can be a great help if you just give them an encouraging tap on the back of the skull. As well as the lizards with necks that extend to span nasty gaps, and the monkeys which will do anything for a banana, there are even animals which give you a ride. Rescue the long-jumping ostrich in the Butterfly Grove, for example, and you get fast and easy transport over massive chasms. Similarly, saving the baby triceratops from the hungry Neanderthals gets you safe passage past pits of deadly spikes.

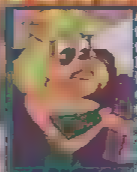


Hey Bino baby, fancy cowling club-bin' with me?

CARTOON TIME

Chuck Rock II hits you with one of its best features as soon as the disc starts spinning. It's four minutes and five seconds worth of scene-setting, full-screen cartoon which was actually produced by a professional TV animator. That is, he animates cartoons for television. He doesn't actually animate televisions. Core say that it took months of effort to get their original story boards turned into animation and incorporate the sound effects, the music and the voice-over (done by that bloke who does a lot of TV ads — one for lager, American accent, no, not Jeff Goldblum, oah what's his name?) but the result is something which even Messrs Hannah and Barbera would approve of. Mind you, they ruined Scooby Doo so what would they know?

SUMMARY



A big thumbs up to Core Design because even though it's not as good as the Megadrive version it's still spectacularly original with lots of bits and pieces to keep you interested like the small bonus sections which pop up when you least expect them. There are some levels for the two-player version too — but only if you play it on hard setting. The intro cartoon is a riot, the graphics are fab throughout and the sound is spectacular, extending the atmosphere of the game positively. I would have preferred it if the game had been a little more difficult but to the Megadrive version. But even so it's a good laugh and well worth a look.

PRESENTATION

92

▲ The cartoon intro is great stuff, and the presentation in the game is more than satisfactory.

GRAPHICS

91

▲ Smart sprites and backgrounds and some neat use of sprite rotation effects.

SOUND

89

▲ Wacky spot effects and the CD soundtracks vary from good to excellent.

PLAYABILITY

88

▲ Very easy to get into. Lots of variety and entertaining gameplay.

LASTABILITY

86

▲ Lots of levels, but it may not take experienced players too long to crack it.

OVERALL

89

A definite improvement over the original Chuck Rock and an excellent platform game in it's own right.

SKYTEK SOFTWARE

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1-4 PLAYERS

PRICE: £49.99

BY: US GOLD

RELEASE: DECEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: TRICKY

TRY DAY SCORE

116m IN SKI JUMP

ORIGIN

This is the officially licensed game of the 1994 Lillehammer Winter Olympics.

HOW TO CONTROL

The controls vary from event to event, but there's the usual smattering of button-bashing and rhythmic pad-paddling you get with sports sims.

A Push off from the start line in most events.

B Speed in the skiing events.

C Not used very often, usually.

S Pause the game.

HOW TO PLAY

Master the skills required to compete in the ten events of the Winter Olympics, and win lots of gold medals. Probably.

You know what Star Trek gets like around about this time of its Wednesday [illegible] this February. Why? Because [illegible] is going to be heaving at the seams with David Vine fronting the latest record-breaking attempts at downhill skiing from the Winter Olympics. That's right, it's Winter Olympics year again, and this year the hosts are Lillehammer in Norway.

Just as they did with the Barcelona summer Olympics in 1992, US Gold snapped up the licence to the world's greatest competition of snowbound sports, and they've distilled them into a joypad-controllable form just for you. So, if you always wanted to win gold medals in skiing but your mum wouldn't let you out because you'd catch your death, this is, perhaps, the game for you. Let's read on and see, shall we?

SNOW FUN

All ten events from the Winter Olympics are included for you to try your hand at, either all together in a full Olympics or individually in training sessions. And here they are:

Win Olym

TWO-MAN BOBSLED

Hammer the A and B buttons to push your sled off the start line then jump aboard and you're scooting down an icy channel at over 100 km/h. You can pick up speed on the turns by steering up the banks, but go too high and gravity takes over, painfully ending the event.

LUGE

Don't try this at home kids! The cheaper version of the bobsled event puts your cycle-clad hero aboard a tin tray which you have to ride down the bobsled run. Hammer the buttons to push off, then steer up and down the banked curves to pick up speed. As in the bobsled, it's easy to go too high up the curves and fall off.

Eddie makes a hole in the ice gag.

COMMENT

Full marks to US Gold for presentation and effort, but I'm afraid, as a non-winter sports fan I found Winter Olympics a rather dull game. The trouble is, sections like the (many) skiing events require loads of practice because you have to learn the exact layout of all the different courses so that you know where to steer before the next gate appears on the screen. That wouldn't be so bad if skiing through flags was a bit more interesting, or even if the events had a bit more variety, but to me it felt as if I was doing the same thing over and over again and I couldn't help feeling bored after a while. I enjoyed the bobsled and the biathlon a little more, probably because they were different from the others, but even they're not very... well, interesting, really. If you're likely to be gripped to the bosom of David Vine in February you may well love this game to bits, but for my fifty quid I'd prefer to be gripped to the bosom of something else.

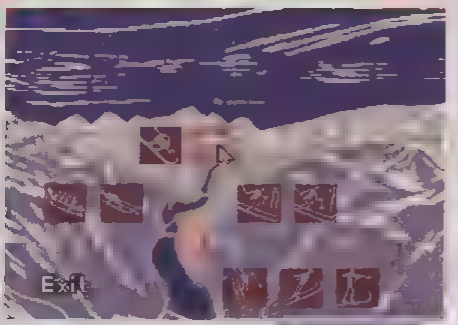
nter MPICS

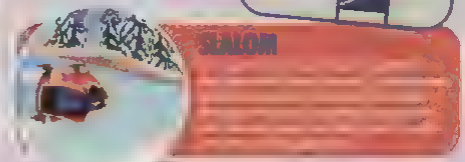
COMMENT

It must be the fact that there's more snow in Scotland that I like Winter Olympics more than I did. I found the ski events quite challenging and fun, but I agree there is too many of them in the game. Unlike other sports games, it's going to take a long time to master these events. Winning winter sports is a matter of shaving seconds of times, and most of these events demand very sharp reflexes. However, I thought the depiction of the bob-sleigh and luge events was very poor, and the mogul and ski-jump events limited. Graphics and presentation are both competent, but the sound is poor. In the end, if you're interested enough in the Winter Olympics to buy this, you'll probably enjoy it quite a bit.

GIANT SLALOM

This is one of the easier skiing events. The gates are quite close together, so as you slide downhill you can usually see where you're meant to be heading. This means that, unlike the other skiing tests, this one doesn't require loads of slow, fumbling practice runs so that you can learn the course.



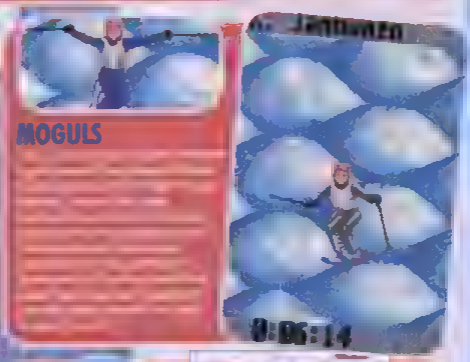


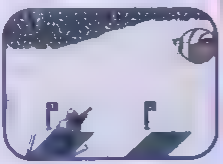
DOWNHILL

In this, the easiest of the skiing events, you just have to get down the hill (hence the name) as fast as possible, while skiing through gates of flags. Pressing B makes your skier crouch so he can pick up some extra speed, but go too fast and miss a gate and you're instantly disqualified. Similarly, crashing into trees or flags and falling over doesn't help.

BIATHLON

Time for some against-the-clock cross-country skiing/shooting action. Push left and right when the wavering ski-o-meter is in the green zones to pick up speed between four target ranges, then when you arrive, use the meandering scope to line up your five targets and fire. The more effort you put into skiing, the more wobbly are the biathlete's hands when he's holding the gun.





THE COMPETITION HOTS UP

As with US Gold's Summer Olympics, there are options in Winter Olympics to play a full Olympics competition with up to four players over all ten events or a mini Olympics which just features your choice of sports. The players can input their names, nationality (from a choice of 16 countries) and favoured joypad configuration.

The events are mostly played one player at a time, obviously, but there is a head-to-head option in which two players can compete directly in the Moguls and the speed-skating. After each event in a competition, the scores are totted up and a medals table is displayed to show how badly you're losing.

▲ Flags of, er, [illegible] so competitors at the joyous opening

PRESENTATION 89

▲ Very good indeed. Wide variety of options and excellent presentation of the events.

GRAPHICS 87

▲ The sprites and backgrounds are all very good. The animation is especially nicely done.

SOUND 60

▲ Insipid music which rarely inspires excitement in the racing challenges. Sound effects are decent but few and far-between.

PLAYABILITY 73

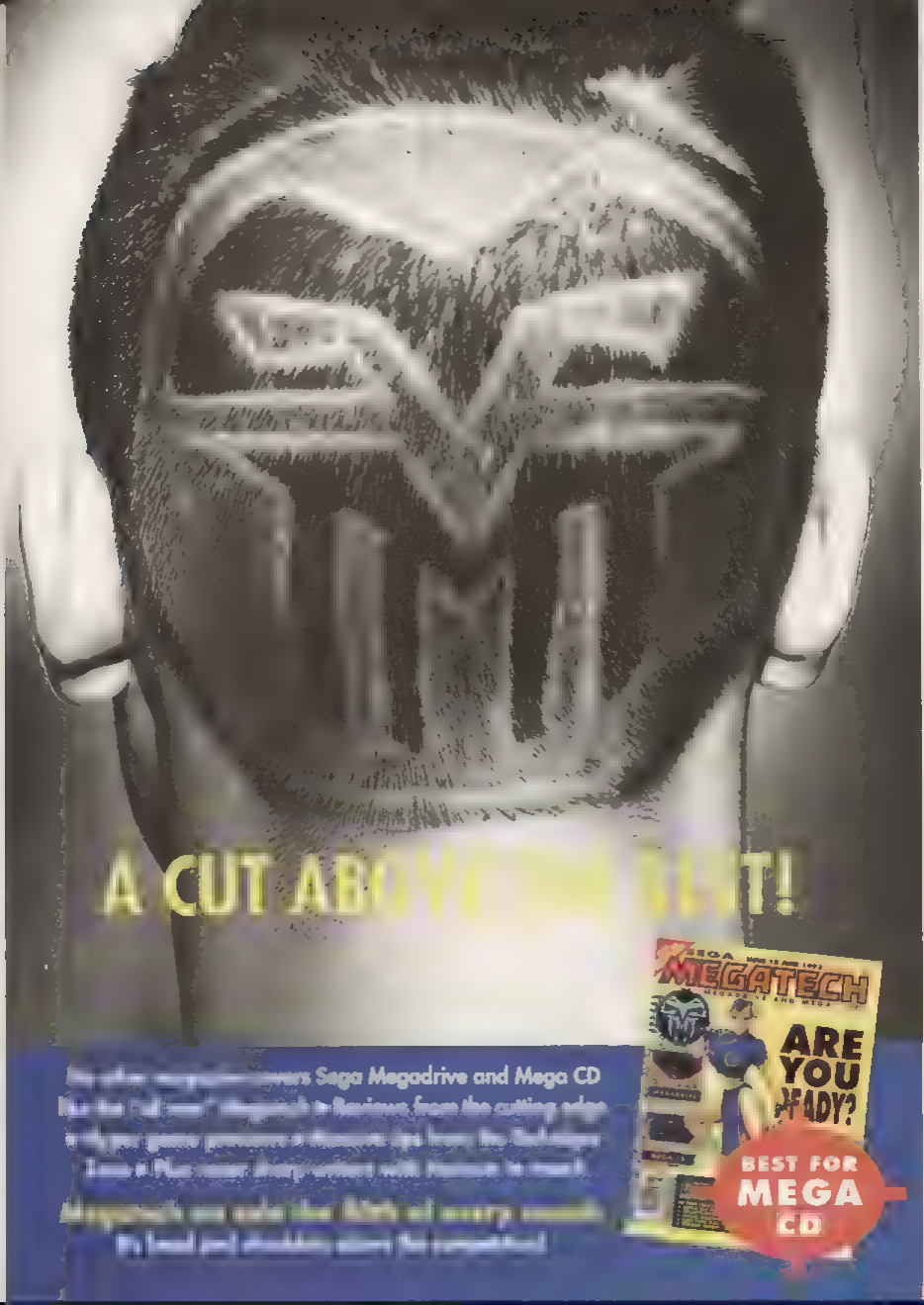
▲ Winter sports fans should find it most interesting.
▼ The events don't hold much variety or excitement for the rest of us. Having to practise so much is infuriating.

LASTABILITY 75

▲ [illegible] you will be able to [illegible] games. Nonetheless, will quickly be bored, while fans should enjoy coming back for more.

OVERALL 73

A good sports simulation, of sports which have a limited appeal.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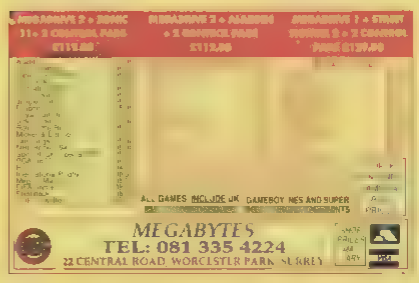

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SEGA MASTER SYSTEM 2 for sale with 5 full price games. Alex Kidd, Sonic 1&2 Alien 3 and Super Kick-Off all boxed with instructions in mint condition, worth £170 sell for £50 ono If interested, then phone 8am on (0737) 248687 after 4pm Buyer collects

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WILL SWAP my Shining Force or Flashback for Bill Walsh s College Footba, or PGA I Tel. (0734) 424110 Reading area only

SWAP any two of the following MS games, Super Kick-Off Golden Axe, Space Harrier Shinobi Ghouls n Ghosts and Alien Storm for Marble Madness Wolfchild or Bart vs Space Mutants. Tel Ian on (0454 412916

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Suncom.....79
Game Exchange 82
Console Masters 82
Shekhana 83
Arcade Software.....83
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Codemasters 116
Skytek Software .....

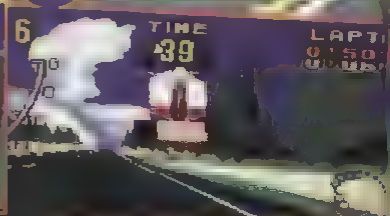
VIRTUA RACING

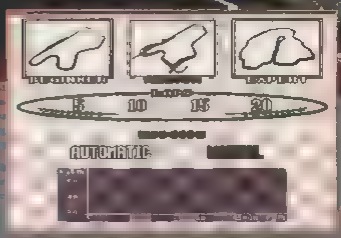
Last year, about this time, Sega threw a big bash for the launch of Sonic 2 at Hamley's toy store. It was the toast of the evening, but maybe one game stole the show from it. Sega's new Virtua Racing arcade game. At that party there was a patient queue of revellers, eager to experience the astounding smoothness of polygon graphics. No doubt about it, a classic had been created.

And then Sega said there would be a Megadrive version. And everyone said "Yeah, yeah" but they didn't think it would be very good, because, face facts, the Megadrive's chip is a 32-bit, [illegible] revised mega machine, that performs even the other arcade [illegible] The Megadrive? Nah! Sega will fall flat on their face.

And then Sega said the Megadrive version would have a custom chip. And everyone said, "Okay, it'll probably be like Nintendo's Super FX chip" Which would mean a bit of an improvement, but using it to do Virtua Racing would be like [illegible] soup with a fork.

And then Sega said nothing. Instead, they showed MEAN MACHINES their preview copy of Virtua Racing. And now Mean Machines is saying nothing, except for "look at these pictures very carefully... and then [illegible]".

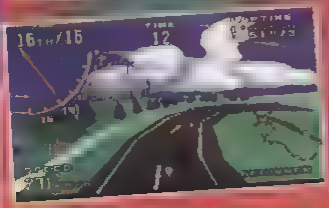




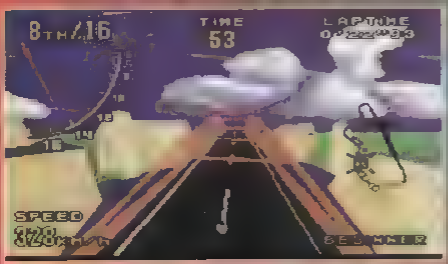
HEART OF THE MACHINE

WINNERS & LOSERS

Virtua racing has three courses, of clearly defined difficulty. Each of the courses has a certain character, created by differing layouts and landscape features. For example, the first course has a distinctive cantilever bridge, a fairground and a large stadium in the background. The second course starts with a freewheeling drive through the Golden Gate bridge. The most difficult course is characterised by narrow loops twisting through forests and canyons.



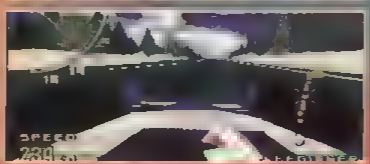
AS FAR AS THE EYE CAN SEE



VIRTUA RACING

NO MORARIES

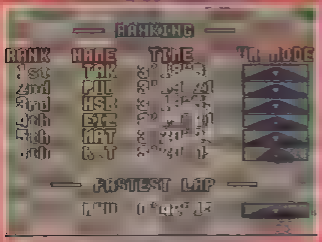
THE TENSION MOUNTS



Virtua Racing might look tortured here but it's not, Sega tell us. Have tweaks to the gameplay, refining the graphics engine — as part of any game release. Oh, and maybe another feature to delight just below the games-buying public away. Can you guess children? You might think that — I couldn't possibly comment...

SEGA

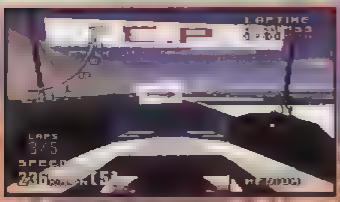
RECORD BREAKER



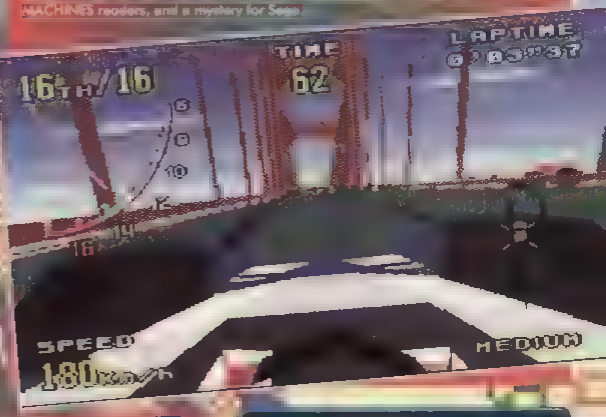
Virtua Racing will have the facility to record its best times for each track. It also records the ghost car used for the majority of the race. The new tracks effectively add more difficulty levels to the existing three in the options screen, which gives the game a completely new feel to the car's control.

GUS ASTON'S SEGA SHOCK!

MACHINES readers, and a mystery for Sega



Refreshments will come later this way.



BEGIN

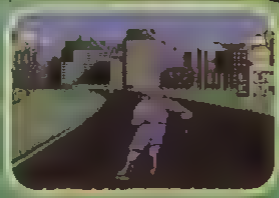
SKITCHIN

Get your skates on speed freaks and prepare to experience the race of your life with Skitch n a brand new Megadrive bash from EA

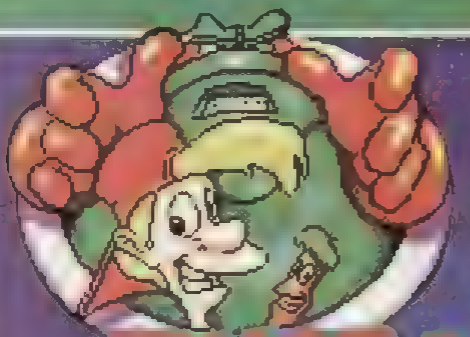
Based on the same engine as Road Rash Sk tchin comb nes rol er blad ng and hitching as you grab the nearest mov ng car and blaze across the US n the weirdest National Championships ever staged Through 12 major c ties you f ght tw th fee fists or handy leth a weapons y ng around and sk tch your way into the top four ranks to qualify for the next stage

There are no rules and no speed l mits but you can earn yourself some dosh by gett ng in the top four or per form ng a few ramp stunts a ong the way al owing you to buy better skates more speed or var ous safety equ pment

As you can see from these shots Skitchin also includes a sp it screen two-player race and an added head to head option wh ch puts just two players on the road in a dual for ult mate supremacy The 16 Meg cart nc udes 6 sound tracks and more than ten types of obstacles to crack Look n good so eyes pealed for a fu rev ew com ng soon



BUBBA 'N STIX



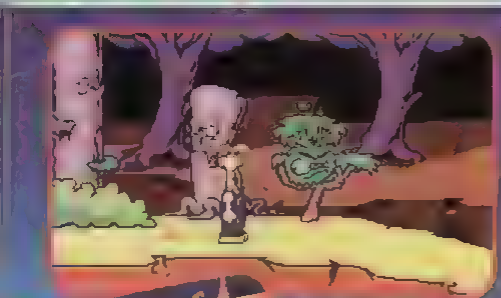
W

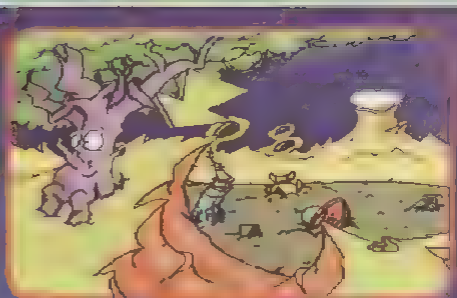
century

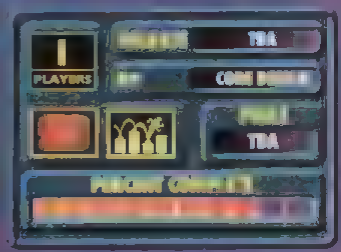
ics at these screenshots for now and watch out for our full review coming soon

There's someone following us on pair of roller skates.

Move up to







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NEXT MONTH

A STAR IS LAID! MEET THE OUTRAGEOUS MR JOBBY!

Yes, he's the wacky sensation that's sweeping the nation with his madcap antics and colourful costume. Mr Jobby talks to Mean Machines about fame, and how he's coping with being the star of Britain's biggest and brightest Sega magazine. And he may or may not be plopping the odd review comment in as well (not if I can help it — Lucy). Until then, whet your appetite (ugh!) with our ten tasty facts about this rising star.

1. Mr Jobby actually used to be a Shakespearean actor, but jacked it in when he realised how much joy he brought to kids.

2. It took him ages to come up with the name. "I thought up loads of titles, like Plop and Dumpo before I settled on Jobby. I think it's got a nice ring to it".

3. He's recording a Christmas single for 1994. "It's going to be huge," he says confidently. "There's going to be a dance routine and everything," adds Job, "we're hoping to rope in Pan's People"...Geddit!

4. His favourite comedians are Newman and Baddiel. "We've got the same sense of humour and everything".

5. What are Mr Jobby's favourite hobbies? "Sunbathing and busking, but I don't make much money. People seem to cross the street when they see me".

6. What does Mr Jobby think of Mr Blobby? "Don't talk to me about him! I had this idea years ago, and then that Johnny-come-lately appears. I mean, what's he meant to be? People know what I'm about — I nail my colours to the pavement, all seven of them.

7. Mr Jobby's vocabulary consists of three words: Jib, Jab and Job. (We conducted the interview through an interpreter).

8. Mr Jobby doesn't let his kids watch TV. "Too much filth on the box these days".

9. Best Jobby joke? What do you call a jobby with one eye? Keek!

10. He's a keen fan of Mean Machines. "I never miss it. In fact I can't wait for the March issue which should have news on Jurassic Park CD, Beauty and the Beast reviewed and loads of features. I wouldn't use the other mags to....

Mean Machines would like to make the point that the views expressed here are Mr. Jobby's own, and don't reflect the editorial policy of Mean Machines. Jib! Jab! Job! Oh, and by the way, the March issue of MEAN MACHINES SEGA

HITS THE STREETS ON JANUARY 28

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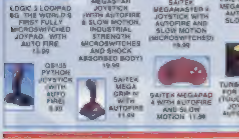

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